VISIT…

WHITE PLUME MOUNTAIN

A Short Adventure for Four 7th-Level Player Characters Featuring Material from *Weapons of Legacy*

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Weapons of Legacy not only offers rules for creating weapons whose powers increase with their wielders' abilities, but it also provides a whole book of such weapons, each with fully detailed statistics. Legacy weapons are a convenient way to ensure that your characters don't constantly have to "trade up" weapons to get items commensurate with their power.

White Plume Mountain is a D&D adventure for four 7th-level player characters (PCs) that utilizes the new material in *Weapons of Legacy*. The first version of this adventure was written by Lawrence Schick. Later, Bruce Cordell updated the original dungeon in *Return to White Plume Mountain*. Now designers Andy Collins, Gwendolyn F.M. Kestrel, and James Wyatt have updated and expanded the adventure again, casting the three signature weapons as legacy weapons.

The main action takes place within the volcano known as White Plume Mountain, home of the ancient wizard Keraptis and his minions. The PCs may attempt to locate and remove one, two, or all three of the legacy weapons.

As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

PREPARATION

You (the DM) need the D&D core rulebooks—the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*, as well as *Weapons of Legacy*—to run this adventure. The scenario also draws on material from *Stormwrack* and *Planar Handbook*. The information presented here utilizes the D&D v.3.5 rules.

The adventure is designed for a party of four 7th-level characters. A party of five of six 6th-level characters should be able to handle the challenges within, and a trio of 8th-level PCs might be able to succeed. Characters below 6th level are likely to find the challenges inside the mountain too great, while those above 8th level may have too many abilities and resources to find a proper challenge.

Like the original adventure, this version of *White Plume Mountain* challenges both the tactical abilities of the PCs and the mental abilities of the players. If your players are unused to hackproof dilemmas, they may find this adventure frustrating. However, those who know how to use their wits should find it an intriguing balance of action and problem-solving.

When describing the various environments to your players, be careful not to give them information or insights that their characters would not normally have. Provide clear descriptions as appropriate, and answer questions as befits the characters' perceptions, but don't

give away hints that they haven't asked for (or don't deserve).

A typical party should be able to complete any of the three parts in a single foray—and by extension, in a single session of play. In fact, the guardian near the entrance (see area 2) encourages such behavior. Each of the adventure's segments provides a series of challenges, ending in a tougher-than-normal battle against a potent foe guarding one of the three legacy weapons gathered by Keraptis.

To get started, print out the adventure, including the maps. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs (particularly their motivations). Text that appears in shaded boxes is player information that you can read aloud or paraphrase at the proper times. Statistics are given for creatures not in the *Monster Manual*, and references to that book are provided for the more standard monsters.

ADVENTURE BACKGROUND

White Plume Mountain has always been a place of superstitious awe to the neighboring villagers. People travel many miles to gaze upon this natural wonder, though few are willing to approach it closely, since it is reputed to be the haunt of various demons and devils. The occasional disappearance of those who stray too close to it reinforces this belief.

Thirteen hundred years ago, the wizard Keraptis was searching for a suitable haven in which he could indulge his eccentricities without fear of interference. He visited White Plume Mountain, going closer than most dared to, and discovered the system of old lava-tubes that riddled the cone and the underlying strata. With a little alteration, he thought, this place would be perfect for his purposes. The area already had a bad reputation, and he could think of a few ways to make it worse. So taking with him his fanatically loyal company of renegade gnomes, he disappeared below White Plume Mountain and vanished from the knowledge of men. Today, the once-feared name of Keraptis is little known even to learned scholars.

Several weeks ago, three highly valued magic weapons with the cryptic names *Wave*, *Whelm*, and *Blackrazor* disappeared from the vaults of their owners in the midst of the city of Greyhawk (or an appropriate metropolis in your world). Rewards were posted, servants were hanged, and even the sanctuary of the Thieves' Guild was violated in the frantic search for the priceless arms, but not a single clue turned up until the weapons' former owners (all wealthy collectors) each received a copy of a strange note:

Search ye far or search ye near,
You'll find no trace of the three
Unless you follow instructions clear,
For the weapons abide with me.

North past forest, farm, and furrow
You must go to reach the feathered mound.
Then down away from the sun you'll burrow—
Forget life, forget light, forget sound.

To rescue *Wave,* you must do battle
With the Beast in the Boiling Bubble.
Crost cavern vast, where chain-links rattle
Lies *Whelm,* past waterspouts double.

Blackrazor yet remains to be won
Underneath inverted ziggurat.
That garnered, think not that you're done,
For now you'll find you are caught.

I care not, former owners brave,
What heroes you seek to hire.
Though mighty, each shall be my slave
Or vanish into the fire.

K

White Plume Mountain has tentatively been identified as the "feathered mound" mentioned in the poem. Sages further agree that the "K" signature refers to Keraptis, but most insist that the writer must be an imposter. After all, who can believe the note really comes from the magician of legend after 1,300 years?

The former owners of *Wave, Whelm,* and *Blackrazor* have each outfitted a group of intrepid heroes to take up the challenge. The PCs are one of those groups—the others are far enough behind that they won't factor into this adventure unless you want to create rival groups of NPC adventurers.

ADVENTURE SYNOPSIS

The characters are hired by one of the three collectors from whom the legacy weapons have been stolen. To retrieve the desired item, they must penetrate White Plume Mountain, locate the weapon, defeat its guardians, and make their way safely back out with it. If desired, they can also try to retrieve the other legacy weapons as well.

ADVENTURE HOOKS

In the style of classic D&D adventures, *White Plume Mountain* dispenses with any complicated research or adventure hooks and thrusts the characters directly into the dungeon. If you prefer a more nuanced approach, feel free to introduce the scenario more gradually using the information provided in the Adventure Background above. You might set up a meeting between the PCs and their employer, add some Knowledge or Gather Information checks to track down their destination, include a few wilderness encounters during the overland trip to the mountain, and so on. Or you can just cut to the chase by reading the information in the Beginning the Adventure section to the players when your game session begins, replacing names as appropriate. It's your call.

ABOUT THE MOUNTAIN

Standing alone in a vast area of dismal moors and tangled thickets is White Plume Mountain, an almost perfectly conical volcanic hill formed millennia ago from the slow leakage of lava. About 1,000 yards in diameter at the base, the peak rises about 800 feet above the surrounding land. The white plume that gives the mountain its name and fame is a continuous geyser that spouts from the very summit. The spray shoots 300 feet into the air, then trails off to the east under the prevailing winds like a great white feather. The water from the geyser collects in numerous depressions downslope that eventually merge, creating a sizeable stream.

The nearest village, Yellowreach, lies about 5 miles from the mountain along the Yellow Flow River (so named for the sulfurous deposits along its banks). The village can supply the party's basic needs—rations, lantern oil, and inexpensive potions and scrolls—between forays, but any item costing more than 200 gp is unavailable here. The villagers know of the mountain and its surroundings, as well as details of the only entrance (see Beginning the Adventure, below), but they generally give the area a wide berth. Any adventurers bold enough to set out for White Plume Mountain are regarded as either very brave or very foolhardy.

Steam vents pierce the mountainside in various spots, but none of them is large enough to allow entry. The only possible entrance to the volcanic cone is a cave on the south slope. This cavern, known as the Wizard's Mouth, is about 8 feet in diameter and 40 feet long. Near the ceiling at the far end is a long, horizontal crevice about 1 foot wide. Periodically, air is sucked into this crack at great speed, creating a loud whistling sound and snuffing out torches. After a few moments, the rush of air slows down, stops for about 2 seconds, and then the air rushes out again in a great blast of steam. The steam is not hot enough to scald anyone, but it does make the cave uncomfortable, like a very hot sauna interrupted by blasts of cold air.

Search ye far or search ye near,
you'll find no trace of the three
unless you follow instructions clear,
for the weapons abide with me.

North past forest, farm, and furrow
you must go to reach the feathered mound.
Then down away from the sun you'll burrow–
forget life, forget light, forget sound.

To rescue *Wave,* you must do battle
with the beast in the boiling bubble.
Crost cavern vast, where chain-links rattle
lies *Whelm,* past waterspouts double.

Blackrazor yet remains to be won
underneath inverted ziggurat.
That garnered, think not that you're done,
for now you'll find you are caught.

I care not, former owners brave,
what heroes you seek to hire.
Though mighty, each shall be my slave
or vanish into the fire.

K

STANDARD DUNGEON FEATURES

Unless otherwise noted in an area description, all sections of the mountain's interior share the following characteristics.

Lighting

All the rooms and corridors are dark. Most inhabitants have darkvision or a similar ability that allows them to operate effectively in darkness.

BEYOND TO THE LAIR OF DRAGOTHA, THE UNDEAD DRAGON; WHERE FABULOUS RICHES AND HIDEOUS DEATH AWAIT
THE HUT OF THINGIZZARD. BEWARE HER POTIONS
THE CURSED RUIN OF CASTLE MUNDS WHO KNOWS WHAT LIES WITHIN
THE TWISTED THICKETS SKITTERING SLITHERS
WHITE PLUME MOUNTAIN
TO TOWN
HERE BE DEAD GNOLLS EYE SOCKET
EROL OTUS '80

Temperature

The ambient temperature is approximately 75 degrees Fahrenheit, and the air is humid. Neither of these conditions is likely to have any game effect.

Walls and Ceilings

All ceilings are 10 feet high. The rooms and corridors have been carved out of—or in some cases, seemingly melted through—solid rock. Scaling any wall requires a DC 20 Climb check, or a DC 25 Climb check if the room is filled with water (see below) due to the slipperiness of the mildew and algae.

Doors

Each door inside the mountain is 8 feet square and made of ironbound oak. Swollen from the general dampness, all the doors are somewhat difficult to open.

Door: Hardness 5, hp 20, Break DC 23; Strength DC 8 and a move action required to open.

Flooding

Murky, standing water covered with floating patches of algae fills several chambers (including areas 1, 2, 5, 9, 10, 18, 19, and 20), to a depth of at least 1 foot. In these areas, each 5 feet traversed costs 2 squares of movement. The water also makes it easier to hear people moving about, increasing the DC for Move Silently checks by +2. Invisible creatures standing in the water can easily be pinpointed by the visible swirls and eddies they create, though they still benefit from total concealment.

The water is tainted as well. Anyone who swims or becomes submerged in it is exposed to blinding sickness (Fort DC 16; incubation 1d3 days; 1d4 Str; a victim who takes 2 or more points of Str damage from the disease must make another Fortitude save or be permanently blinded). Though this hazard isn't likely to impact the characters on their first foray, the effects might well kick in by the second or third time the party enters the dungeon.

BEGINNING THE ADVENTURE

Before beginning play, choose which of the three weapons is due back to the PCs' employer (see below). The characters are perfectly free to keep the others, should they locate them. (It's best if the weapon to be returned is the one least likely to be claimed by a PC.)

When the PCs are ready to start exploring White Plume Mountain, provide the players with a copy of the note that the owners received (page 4), then read or paraphrase the information below. This text takes the characters through their hiring and into the cave described in About the Mountain, above. If you wish to play out their journey, stop reading at the appropriate points.

When Riikan Dack, a wealthy collector of rare art objects, hired you to recover a weapon stolen from his vault, he offered your group 10,000 gp—a reward sizable enough to dissuade you from asking too many questions. He showed you the boastful note left by the thief—supposedly an ancient wizard named Keraptis—and told you that his sources had pinpointed your destination (the "feathered mound" named in the note) as a volcanic peak called White Plume Mountain.

Days later, you found yourselves scaling the south slope of the mountain. You soon located an entry tunnel leading into the rock and emerged in a cave that actually seemed to breathe, exhaling a large cloud of steam and then slowly inhaling again, like a man breathing on a cold day.

Inside, the cavern floor was covered with muck—obviously a byproduct of the condensation dripping from the walls and ceiling. Hidden beneath this mud, near the back of the cavern, you discovered a simple trapdoor set with an iron ring. And now, below the opening, a square vertical shaft beckons.

White Plume Mountain
One square = 10 feet
N
Cutaway View
(From the North)
Magma
Door
Secret Door
Stairs
Disk
Globe
Raft

WHITE PLUME MOUNTAIN ENTRANCE

This section details the section of the White Plume Mountain interior just beyond the entrance cavern.

ENTRY

Characters are likely to pass through this area multiple times during their exploration of the dungeon beneath White Plume Mountain. Unless they slay the guardian in area 2, they must deal with her anew each time.

1. SPIRAL STAIRCASE

This staircase leads from the entrance cavern down into the dungeon proper.

> A rusty metal staircase spirals down into warm, humid darkness. The stairs seems to vibrate slightly, as if in tune with some inaudible subterranean rumbling.

Despite its weathered appearance, the staircase is stable. The foul air is breathable, and torches and lanterns burn fitfully, giving off lots of smoke. The walls are damp and spotted with green and white patches of fungus and algae. Murky water covers the floor (see Standard Dungeon Features).

2. SPHINX GUARDIAN (EL 9)

The junction of the passageways inside the mountain is guarded by Etrusca, an unhappy gynosphinx, and four magical traps that help to protect her. Any character who comes within 10 feet of her from any direction triggers the symbol spell in the appropriate corridor (see Traps, below).

> A bedraggled creature rests on a 2-foot-high pile of bones that fills the intersection. The creature's body looks like that of a mangy lion, and great, tattered wings lie folded at its sides. A female humanoid face peers out from beneath the tangled mat of hair that covers its head.

Murky water covers the floor to a depth of 1 foot (see Standard Dungeon Features), but the pile of bones gives the gynosphinx a dry perch. Entering this 10-foot-by-10-foot area costs an extra square of movement due to the height and slightly unsteady footing.

Traps: Inscribed on the ceiling of each passage, 10 feet from the junction where Etrusca sits, is a symbol spell. Each is visible and legible from a distance of 60 feet, assuming the characters can see that far. Each *symbol* activates whenever any creature passes under it, unless that creature has spoken the password (the answer to the corresponding riddle; see below). The protection offered by the password remains in effect until the creature moves more than 60 feet from the symbol. Because the gynosphinx guardian is attuned to these symbols, she is immune to their effects and can't trigger them. See the descriptions of the four passageways for the specific traps.

Since the PCs are likely to enter via the south passage when they first penetrate White Plume Mountain, they will probably be affected by the symbol trap there (see South Passage, below) before they can reach Etrusca.

Creature: The gynosphinx Etrusca guards this intersection because of a poorly worded bargain with Keraptis. Though she bears no love for the wizard, she has faithfully carried out her service to him for many long years.

Gynosphinx: hp 52; see *Monster Manual*, page 233.

Tactics: Etrusca has darkvision, low-light vision, and +17 modifiers on Listen and Spot, so she is reasonably good at detecting intruders. If her natural abilities fail, the activation of her *symbol of stunning* in the south corridor (see South Passage, below) alerts her to any unauthorized presence.

The gynosphinx prefers to deal peacefully with intruders, so she does not initiate hostilities against the PCs. As soon as she detects anyone approaching, she presents her offer: Any group that can answer her riddle may pass safely. If the PCs accept this offer, she asks which passage they wish to take—west, north, or east. Their choice determines which riddle she gives them. Etrusca knows that each passage gives access to one of the three weapons of legacy, but she does not know which one leads to which weapon.

The three riddles are given below, with the answers in parentheses. Coincidentally, each riddle also hints at a threat that lies in the same direction.

West Passage

I have a mouth but never speak.
I have a bed but never sleep.
I run smoother than any rhyme.
I love to fall but cannot climb.
(*Answer:* A river.)

North Passage

Round she is, yet flat as a board,
Altar of the Lupine Lords,
Jewel on black velvet, pearl in the sea,
Unchanged but e'erchanging, eternally.
(*Answer:* The moon.)

East Passage
My creator wants me not,
And much in dread will I be bought.
My cold embrace is fiercely fought,
Most all who need me know it not.
(*Answer*: A coffin.)

If the characters provide the correct answer to the riddle, Etrusca asks each person in the party to repeat it, because the answer is also the password that prevents the corresponding symbol from triggering. Only then does she allow them to pass. She does not under any circumstances tell the characters that the answer protects them from the symbol because characters who don't know the purpose of the answer will likely trigger the symbol on their return.

If attacked, Etrusca fights back to the best of her ability, but she makes her offer to the PCs while doing so. As soon as they agree, she stops fighting. If reduced to fewer than 25 hp, Etrusca retreats (preferably down the north corridor to the dry landing at area 14), then returns after the PCs move on. She offers no aid to any PCs affected by the symbols.

Development: Assuming that the PCs answered the riddle rather than fighting Etrusca or sneaking past her, the gynosphinx asks any character who returns to her post for the answer to the riddle again to prevent the symbol from triggering. This technique is Etrusca's way of punishing anyone who attacks her after correctly answering a riddle.

Furthermore, if the PCs chased the gynosphinx off rather than answering a riddle, she scribes a *symbol of death* (as the spell, but Fort DC 22 negates) directly above the intersection, hoping to wreak vengeance upon her attackers when they return.

Ad Hoc XP Adjustment: Each time the PCs correctly answer a riddle, award them one-third of the XP they would gain for defeating the gynosphinx (CR 8). If they later defeat her in combat, grant them only the remainder (two-thirds if they've answered one riddle, one-third if they've answered two, and none if they've already answered all three).

Award XP for defeating or surviving each symbol spell as normal for traps (CR 9 for *symbol of death* or *symbol of insanity*, CR 8 for *symbol of stunning*, and CR 6 for *symbol of pain* or *symbol of sleep*).

South Passage
This passage is the PCs' most likely entry into the area on their first visit. The corridor is protected by a *symbol of stunning*. Activation of this symbol gives Etrusca time to offer her bargain before intruders can attack her.

***Symbol of Stunning* Trap:** CR 8; spell; spell trigger; automatic reset; spell effect (*symbol of stunning*, 15th-level wizard, stuns for 1d6 rounds, DC 22 Will save negates); multiple targets (all within 60 ft.); Search DC 32, Disable Device DC 32.

West Passage
This corridor is equipped with a *symbol of insanity*.

***Symbol of Insanity* Trap:** CR 9; spell; spell trigger; automatic reset; spell effect (*symbol of insanity*, 15th-level wizard, permanently confuses as *insanity*, DC 22 Will save negates); multiple targets (all within 60 ft.); Search DC 33, Disable Device DC 33.

North Passage
A *symbol of sleep* protects this corridor. Affected creatures can't be awakened by any nonmagical means, and unless pulled from the water, they immediately begin to drown. (Treat this situation as if they had failed to hold their breath.)

***Symbol of Sleep* Trap:** CR 6; spell; spell trigger; automatic reset; spell effect (*symbol of sleep*, 15th-level wizard, causes creatures of 10 HD or below to fall into a catatonic slumber for 3d6x10 minutes, DC 22 Will save negates); multiple targets (all within 60 ft.); Search DC 30, Disable Device DC 30.

East Passage
The passage leading east has a *symbol of pain*. The effects of this symbol last for 1 hour after the affected creatures move farther than 60 feet from the symbol (Fortitude DC 22 negates).

***Symbol of Pain* Trap:** CR 6; spell; spell trigger; automatic reset; spell effect (*symbol of pain*, 15th-level wizard, causes creatures to suffer wracking pains that impose a –4 penalty on attack rolls, skill checks, and ability checks, DC 22 Will save negates); multiple targets (all within 60 ft.); Search DC 30, Disable Device DC 30.

PART 1: WHELM
The eastern corridor leads into the section of the dungeon that houses Whelm, the legendary dwarven warhammer.

3. GREEN SLIME (EL 4)
The waterlogged corridor stretches on ahead. The walls and ceiling are covered with a patchwork of algae and lichen.

On the ceiling of the passageway, in the spot indicated on the map, is a 30-foot-long patch of green slime. It

drops from the ceiling when it detects movement below it.

Green Slime: CR 4; contact deals 1d6 points of Con damage to creatures and 2d6 points of damage to objects; see *Dungeon Master's Guide*, page 76.

On the first round of contact, a creature can scrape off the slime with a full-round action, though doing so most likely destroys the object used to remove it. On subsequent rounds, the slime must be frozen, burnt, or cut away. Sunlight, a *remove disease* spell, or any effect that deals cold or fire damage destroys a patch of green slime. Cutting away flesh to which the slime is clinging requires a DC 20 Heal check and deals 1d6 points of damage per point of Constitution damage already taken by the victim, but this method does not destroy the slime.

4. THE CHAMBER OF GLOBES (EL VARIABLE)

A short flight of steps leads up out of the water to an unlocked wooden door. Like the other doors in White Plume Mountain, this one is damp, and the wood is swollen, making it difficult to open.

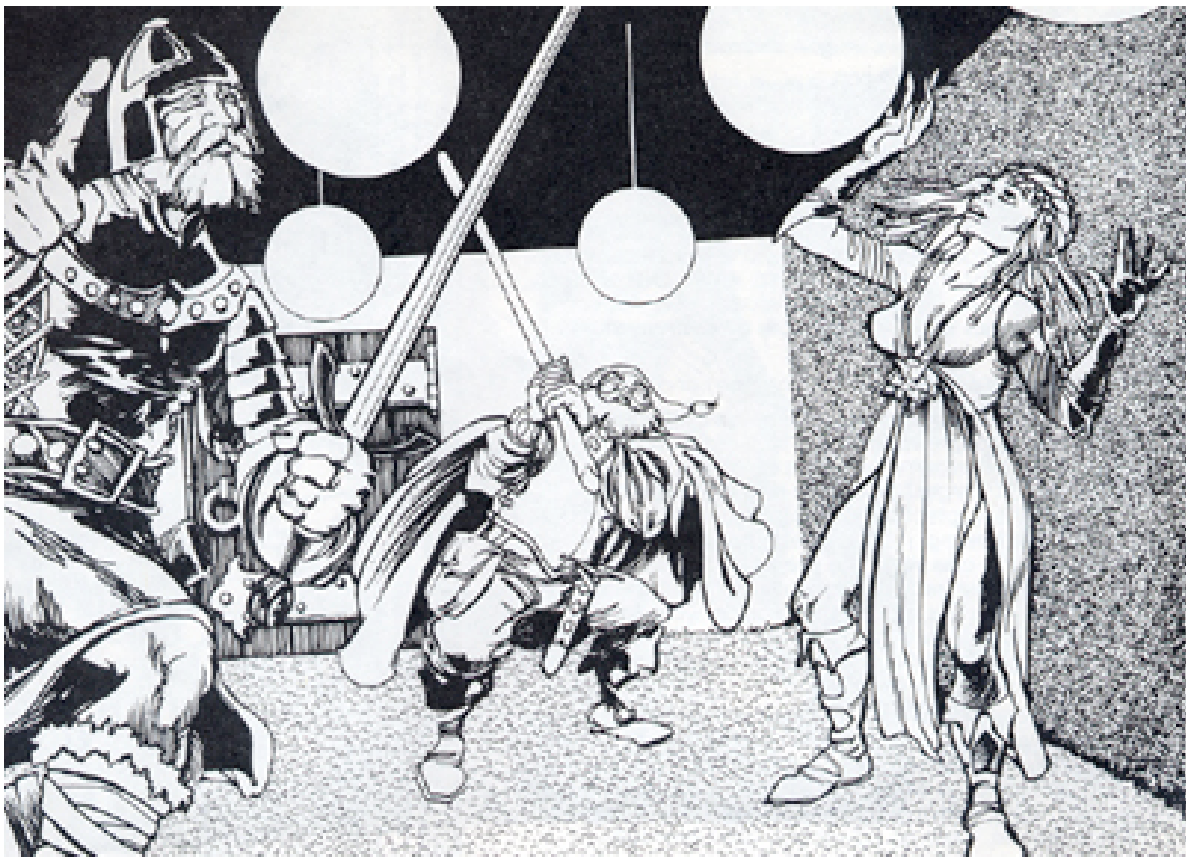
Once the door is open, read or paraphrase the following text.

> Beyond the door is a 30-foot-square room. Above the muddy floor, nine silvery globes hang suspended by wires from the ceiling.

The door leading into this room magically slams shut and locks 5 rounds after it is opened. Once it has closed in this manner, it can be opened only from the inside with the proper key. The door can be destroyed through mundane means, though it is magically treated for durability, and it automatically heals itself each round (see statistics below). A permanent *Nystul's magic aura* renders its magic undetectable.

Door: Hardness 10, hp 40, break DC 43; Strength DC 8 and a move action required to open; heals 10 points of damage per round; permanent *Nystul's magic aura*.

Nine silvered glass globes, each about 2 feet in diameter, hang suspended from the ceiling by adamantine wires (hardness 20, hp 2) at a height of 7 feet from the floor. Except for Globe 6 (see below), shaking reveals that each globe contains one or more items. Inspection with *detect magic* or scrying spells fails because the interiors of the globes are covered with a thin coating of leaded paint.



Globes (9): Hardness 1, hp 5.

The Globes

A good hard crack with a weapon shatters any globe, dropping its contents into the 2-inch-thick layer of mud that covers the floor. Recovering an item from the muck requires a successful DC 10 Search check.

Though each globe contains a key, only one is the real key to the door of this room. Some globes also contain creatures and/or magic items.

For reference purposes, the globes are numbered sequentially in a clockwise spiral, from #1 in the northwest corner to #9 in the center. No numbers or markings of any sort appear on the surfaces of the globes.

Globe 1 (EL 5): This globe contains two shadows, 300 worthless lead pieces, and a false key. The shadows are magically trapped within the globe but attack immediately upon release.

Shadows (2): hp 19 each; see *Monster Manual*, page 221.

Globe 2: This globe contains a *potion of eagle's splendor* and a false key.

Globe 3 (EL 5): The sphere holds an angry air elemental, an *amulet of natural armor +1*, a strand of *prayer beads* with 2 *beads of blessing*, and a false key.

Large Air Elemental: hp 60; see *Monster Manual*, page 96.

Globe 4: Inside this globe are a *potion of fly* and a false key.

Globe 5: This globe contains eleven worthless glass gems (Appraise DC 10) and a false key.

Globe 6 (EL 4): A gray ooze fills the entire globe. Unlike the other globes, this one does not rattle, but it feels heavier than the rest if lifted. Floating amid the ooze are five pieces of jewelry (each apparently worth 50 gp, though a DC 10 Appraise check reveals all five as fakes) and a false key.

Gray Ooze: hp 31; see *Monster Manual*, page 202.

Globe 7: This sphere contains a *wand of hold monster* (1 charge) and a false key.

Globe 8: This globe contains a magic ring and the real key.

Upon release, the ring speaks to the entire party telepathically, delivering the following message. "Stop before you pick me up. I function as a *ring of invisibility* but will also grant my wearer one *wish* spell each year. My only drawbacks are that I permanently consume 1 hit point per year, and I can have only one wearer. Once I am removed from the finger of the one who wears me, all my powers are lost. But if you would take me, you must put me on before you depart, because I can leave this room only while worn. So you must decide right now who will wear me permanently."

While the PCs are in the room, *detect magic* reveals a moderate magical aura on the ring, and a DC 18 Spellcraft check reveals it to be illusion—a fact that might seem to support its story. Nevertheless, the ring speaks falsely. Once someone puts it on or takes it from the room, the ring loses all its magic and can't even talk.

The ring's story is a basic loyalty and intelligence test for the PCs. Will the party members cut each other's throats over the ring?

Globe 9: The sphere contains a collection of gems worth 600 gp (2 100-gp pearls, 4 50-gp turquoises, and a 200-gp ruby), plus a false key.

5. A PRIME CHOICE (EL 7)

A short flight of steps leads up out of the water to an unlocked wooden door that is damp and swollen, like the others in this area. Once the door is open, read or paraphrase the following text.

> Five large, corpselike figures stand lined up against the far wall. Each has a different number carved into the flesh of its chest. At the sound of the door opening, one of the figures turns its head and speaks. "One of us does not belong with the others," it says. "If you can pick out the interloper, we will allow you passage. If you pick the wrong one, we will kill you. You have 1 minute, and one guess."

The five corpselike figures resemble flesh golems, though only one actually is. The numbers inscribed upon them are 5, 7, 9, 11, and 13. The speaking figure (the one bearing the number 5) talks by means of a *magic mouth* spell (Spellcraft DC 21 to identify the effect).

Allow the players to discuss the puzzle amongst themselves for 60 seconds of real time before answering, but the first answer given to the "golems" is binding. The number that does not belong is 9; all the others are prime numbers.

Creature: The figure bearing the number 9 is a flesh golem. If the allotted time elapses, or if the characters answer incorrectly, attack any of the figures, or attempt to pass through the room without answering, it animates and attacks. If they answer correctly, it opens the far door and stands aside peacefully.

Flesh Golem: hp 79; see *Monster Manual*, page 135.

Treasure: Number 9 is the only real golem. The other four stitched corpses were to become flesh golems, but the crafting required to bring them to life is not yet complete. The bodies have been assembled and prepared with the necessary unguents and bindings (see Construction, *Monster Manual*, page 135). For someone with the Craft Construct feat and the appropriate spells, the bodies would be quite valuable. Each flesh golem body recovered intact and undamaged is

worth 1,000 gp to someone interested in crafting golems—most commonly powerful, evil spellcasters. To anyone else, they're worthless—and possibly even sacrilegious.

Ad Hoc XP Adjustment: If the PCs provide the correct answer, award XP as if they had defeated a CR 5 opponent.

6. THE GATE (EL 4)

A portcullis blocks the corridor at this point.

> A short flight of stairs leads up to a dry corridor blocked by a rusted metal portcullis.

Creature: The portcullis is actually a mimic. Any creature taking hold of it (for instance, to lift it) immediately becomes stuck unless it succeeds on a grapple check (opposed by the mimic's +13 grapple bonus).

Mimic: 52 hp, see *Monster Manual*, page 186.

Treasure: Engulfed in the mimic's body is some treasure it gained from a previous victim, including a flask of oil, a vial of holy water, a sunrod, a metal scroll tube containing a divine scroll of *remove disease* and *neutralize poison*, and a flask of alchemist's fire.

7. PLATFORM ROOM (EL 6)

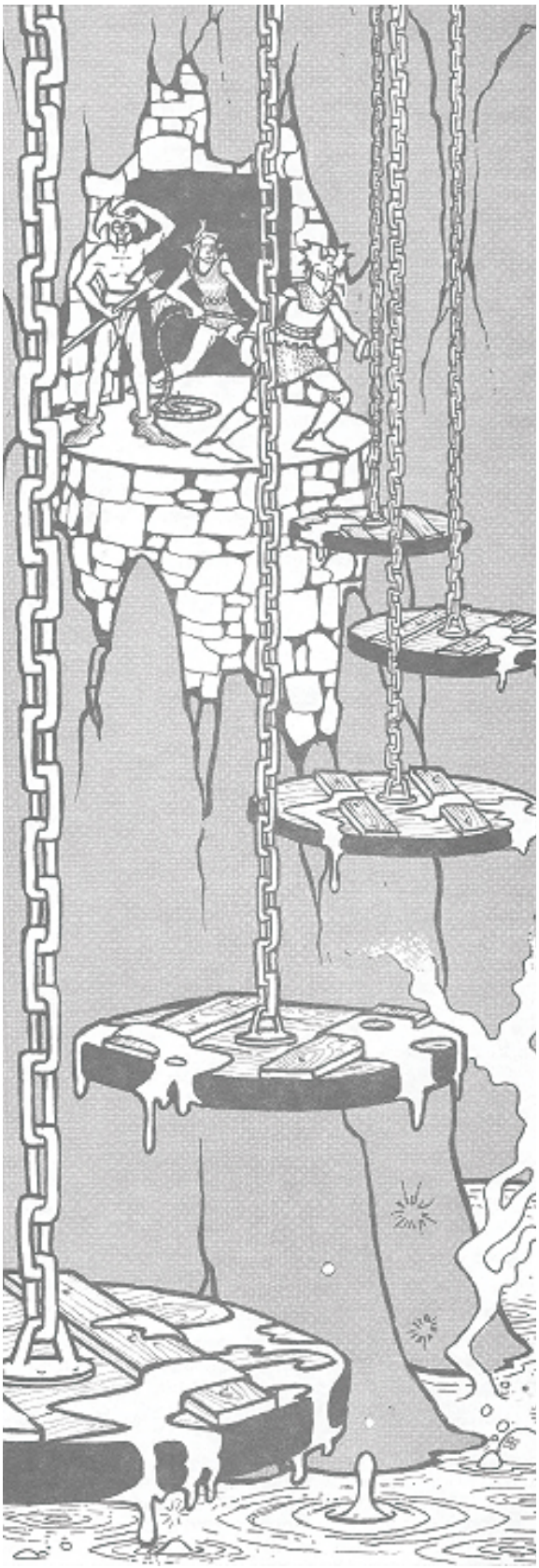
This chamber requires the characters to negotiate an unusual bridge over a lethal boiling mud pit.

> Beyond the door is a ledge—a short extension of rock placed high on the wall of an enormous natural cavern. Far below, a vast mud pit boils and bubbles. A series of wooden disks, each suspended from the ceiling by a massive steel chain, forms a set of "stepping stones" that lead across the cave to another ledge on the far side.

The ceiling averages 50 feet above the level of the platform. About 50 feet below the ledge is a deep pool of boiling mud.

The Disks

Each wooden disk is about 4 feet in diameter and hangs about 3 feet from its nearest neighbors. Each is attached to its chain by a giant ring fixed in its center. The disks swing freely and tilt when any weight is placed upon them. The disks and chains, as well as the walls of the cavern, are covered with a wet, slippery scum of algae that live on the water and nutrients spewed up from the geysers. This coating gives off a feeble phosphorescent glow (the equivalent of shadowy illumination) that provides dim light throughout the room.



Characters can cross the cavern by stepping (or leaping) from one disk to the next. Moving safely from one disk to another requires a DC 14 Jump check. A running jump (which cuts all target numbers by one-half) is impossible except to reach the first disk.

The PCs can rope together to improve their chances of crossing safely, but if someone attached to a character on a disk falls, the character on the disk must make a DC 15 Balance check or fall also. The DC of this check increases by +2 for each fallen character in the string.

Consult the table below to determine the result of Jump checks in the cavern.

Check	Result
14+	Success. The character has landed safely in the middle of the next disk.
12–13	Partial Success. The character has landed on the disk, but it is wobbling dangerously. The character must now succeed on a DC 15 Balance check (+5 modifier for a slick surface included) or slide off (treat as a result of 10–11).
10–11	Marginal Success. The character didn't clear the gap but can grab onto the edge of the target disk with a DC 15 Reflex save. If he succeeds, he can pull himself up with a move action and a DC 20 Climb check (+5 modifier for a slick surface included). If the save fails, or if the Climb check fails by 5 or more, the character falls (treat as a result of 9 or below).
9 or below	Failure. The character misses the next disk entirely and falls into the mud below unless secured by a rope to an outcropping or another character (see above). The fall deals 1d6 points of lethal damage and 2d3 points of nonlethal damage (just like falling into water), but the character then takes 10d6 points of fire damage per round of immersion in the hot mud.

The Geysers

The slippery platforms aren't the only threat this cavern has to offer. Points A and B mark the locations of hot mud geysers. Geyser A spouts on every fifth round (round 5, 10, 15, and so forth), while Geyser B spouts on every third round (round 3, 6, 9, 12, and so forth). Make sure to track the passage of game time, starting with the round the door is opened.

When a geyser erupts, it creates a 10-foot-wide cylinder of boiling hot mud that reaches to the roof of the cavern. Any character directly in the path of this mud takes 10d6 points of damage. A creature holding onto a disk or chain is only spattered with mud, and the damage dealt depends on the disk to which the creature is clinging, as given on the table below. In either case, a successful DC 15 Reflex save halves the damage.

Disk (Geyser A)	Damage
2, 3	5d6
1, 4	3d6
5	1d6

Disk (Geyser B)	Damage
7, 8	5d6
6, 9	3d6

Remember that a balancing or climbing character who takes damage must succeed on another check (against the same DC) or fall.

Ad Hoc XP Adjustment: Successfully crossing the room is the equivalent of a CR 6 encounter, and characters should receive experience points accordingly.

8. Ctenmiir's Lair (EL 8)

This chamber is the resting place of the dwarf vampire Ctenmiir, the current wielder of *Whelm*.

> The flagstone floor of this shadowy chamber is dry and dusty.

A permanent *darkness* spell cloaks this room in shadowy illumination.

Creature: The dwarf fighter Ctenmiir was already the wielder of *Whelm* when he and his companions encountered a powerful vampire. Ctenmiir fell in battle, but his companions escaped, taking the hammer with them. Eventually, they sold it to a collector of rare weapons. Ctenmiir, on the other hand, rose as a vampire and remained in his master's service for many years. When Keraptis slew the master vampire, the dwarf pledged allegiance to the wizard. Now reunited with *Whelm*, Ctenmiir is fanatically loyal to Keraptis.

Ctenmiir appears as an unnaturally pale dwarf, wearing full plate armor and wielding a warhammer.

Ctenmiir: hp 39; see statistics block below.

Tactics: Ctenmiir awakens if intruders enter the chamber above his coffin. He immediately assumes gaseous form and slips into the room through cracks in the floor (Spot DC 24 to notice the cloud). After solidifying, he attacks mercilessly, smashing foes with two-handed warhammer strikes and occasionally adding an energy-draining slam attack against poorly armored PCs. Ctenmiir can't use his children of the night ability because no appropriate creatures exist nearby. If reduced below 10 hp, Ctenmiir assumes gaseous form and floats into area 7 to regain hit points.

Treasure: Ctenmiir carries his most valuable possessions on his person. In his coffin, which lies under some loose stones in the floor (Search DC 15 to locate), he has placed his other treasures—primarily items that he has

no use for, including two *potions of cure serious wounds*, a *wand of cure light wounds* (22 charges), and an arcane scroll of *magic mouth*, *dispel magic*, and *summon monster III*. The coffin also holds a tattered journal that Ctenmiir kept during his life. Anyone perusing it can find a reference to the hammer he wields, and an hour of reading is the equivalent of a successful DC 15 Knowledge (history) check made to research the weapon (see the description of *Whelm* in the Appendix).

CTENMIIR **CR 8**

Male dwarf vampire fighter 6
CE Medium undead (augmented humanoid, dwarf)
Init +8; **Senses** Listen +12, Spot +12
Languages Common, Dwarven

AC 26, touch 11, flat-footed 25; Dodge
hp 39 (6 HD); fast healing 5; DR 10/silver and magic
Immune ability drain, critical hits, energy drain, mind-affecting effects, nonlethal damage, paralysis, poison, sleep effects, stunning
Resist cold 10, electricity 10; turn resistance +4
Fort +5, **Ref** +8, **Will** +4
Weakness vampire weaknesses (see *Monster Manual*, page 253)

Speed 20 ft. (4 squares); climb 15 ft. (as spider climb)
Melee *Whelm* +13/+8 (1d8+12) or
Whelm +13/+8 (1d8+9) and
slam +6 (1d6+3 plus energy drain 2 negative levels)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +12
Atk Options Cleave, Combat Reflexes, Spring Attack
Special Atk Blood drain, create spawn, dominate (range 30 feet; Will DC 14 negates)
Combat Gear 2 *potions of shield of faith +3*
Spell-Like Abilities (CL 5th):
At will—*sense giants*

Abilities Str 23, Dex 18, Con —, Int 12, Wis 14, Cha 12
SQ alternate form, gaseous form, spider climb, turn resistance +4
Feats Alertness[B], Blind-Fight[B], Combat Reflexes[B], Dodge, Improved Initiative[B], Lightning Reflexes[B], Mobility, Power Attack[B], Spring Attack, Weapon Focus (warhammer)[B], Weapon Specialization (warhammer)[B]
Skills Bluff +9, Hide +5, Intimidate +10, Listen +12, Move Silently +5, Ride +13, Sense Motive +10, Spot +12
Possessions combat gear plus *Whelm, +1 full plate.*

Blood Drain (Ex): Ctenmiir can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, Ctenmiir gains 5 temporary hit points.

reate Spawn (Su): A humanoid or monstrous humanoid slain by Ctenmiir's energy drain or blood drain attack rises 1d4 days later as a vampire or vampire spawn. See the vampire entry in the *Monster Manual* for details.

Alternate Form (Su): Ctenmiir can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that Ctenmiir does not regain hit points for changing form and must choose from among the forms mentioned here. While in his alternate form, Ctenmiir loses his natural slam attack and dominate ability, but he gains the natural weapons and extraordinary special attacks of his new form. He can remain in that form until he assumes another or until the next sunrise.

Fast Healing (Ex): Ctenmiir heals 5 points of damage each round so long as he has at least 1 hit point. If reduced to 0 hit points in combat, he automatically assumes gaseous form and attempts to escape. He must reach his coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to Ctenmiir while he is in gaseous form has no effect. Once at rest in his coffin, Ctenmiir is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, Ctenmiir can assume gaseous form at will as the spell (caster level 5th), but he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

PART 2: WAVE

The northern corridor leads into the section of the dungeon that houses the legendary trident called *Wave*.

9. POOL (EL 2)

A large, circular alcove about 10 feet in diameter extends out from the right side of the hallway. Its floor is covered in the same brackish, calf-deep water as the corridor.

This entire area is actually a 20-foot-deep pit, though its true nature is entirely concealed by the foul, dank water that fills it to the same level as the corridor. Any character probing ahead can easily discover the pit with a successful DC 10 Search check. Otherwise, anyone moving into the alcove must succeed on a DC 20 Reflex save or immediately fall into the pit. Any character submerged in the water is exposed to blinding sickness (see Standard Dungeon Features) and must succeed on a DC 10 Swim check to avoid sinking to the bottom.

10. WATERY ROOM (EL 7)

As with area 9, the appearance of this chamber is deceiving.

The hallway opens into a large, water-filled chamber. On the opposite side, a flight of wide stairs leads up out of the water and out through an arched opening. On the east wall is a closed door.

The stairs lead up out of the water and open directly into a corridor. The halls beyond this point are free of the brackish water that fills the passages in the previous sections of the dungeon. The closed door gives access to area 10D (below).

10A. Ledge

A narrow ledge runs around the western side of the room at the same level as the hallway leading in. Because both the ledge and the rest of the floor (area 10B) are concealed under the opaque water, the dropoff cannot be detected without probing. A little more than halfway up the west wall, the ledge has a 10-foot gap, which is also concealed by the water.

10B. Main Floor

Most of the room's floor is 15 feet below the ledge. The chamber's two inhabitant lurk in this area, gaining total concealment from the foul water, which is tainted like that in the rest of this section of the complex (see Standard Dungeon Features).

Creatures: A sea hag dwells in the water with her "pet"—a chuul transformed and disfigured by the implantation of an illithid tadpole. In actuality, the line between pet and master is not too distinct—both are roughly equal in intelligence, and the slime chuul is clearly stronger.

Sea Hag: hp 19; see *Monster Manual*, page 144.

Uchuulon: hp 71; see *Stormwrack*, page 163, and statistics block (below).

Tactics: As soon as they detect intruders entering the room, the hag and the uchuulon move into position to attack. The uchuulon waits near the center of the room, while the hag emerges from the water near the stairs at the north end, where she stands in full view of the PCs, hoping to weaken them with her horrific appearance and possibly daze one or more with her evil eye. By staying far away, she hopes to bait some of the PCs into charging her, which sends them plunging into the deep water that fills most of the room and leaves them open to attacks from the uchuulon waiting below the surface.

The hag certainly knows that she is weaker and less hardy than the chuul, so she tries to avoid melee. She

jumps into deep water if the characters get too close and uses her fast swim speed to evade them as long as possible. The uchuulon, meanwhile, relishes close combat. It uses its paralytic tentacles to drown as many characters as possible before feasting on them.

Uchuulon (Slime Chuul) CR 6

CE Large aberration (aquatic)
Init +5; **Senses** darkvision 60 ft., Listen +10, Spot +10

AC 20, touch 12, flat-footed 19
hp 71 (11 HD)
Immune poison
Resist 50% chance to negate critical hits; SR 16
Fort +5, **Ref** +4, **Will** +8

Speed 20 ft. (4 squares), swim 20 ft.
Melee claw +11 (2d6+4) or
Melee 2 claws +11 (2d6+4)
Space 10 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +16
Atk Options constrict 3d6+4, improved grab, Blind-Fight, Combat Reflexes
Special Actions paralytic tentacles

Abilities Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 3
SQ amphibious
Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative
Skills Hide +11, Jump +2, Listen +10, Spot +10, Swim +12

Amphibious (Ex): Although uchuulons are aquatic, they can survive indefinitely on land.
Constrict (Ex): An uchuulon deals 3d6+4 points of damage with a successful grapple check.
Improved Grab (Ex): To use this ability, an uchuulon must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict, or on its next turn, transfer a grabbed character to its tentacles.
Paralytic Tentacles (Ex): An uchuulon can transfer grabbed targets from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 17 Fortitude save each round on the uchuulon's turn or be paralyzed for 6 rounds. While held in the tentacles, paralyzed or not, a target automatically takes 1d8+2 points of damage each round from the creature's mandibles.
Protective Slime (Ex): The uchuulon exudes a transparent mucous that provides a +2 deflection bonus to its Armor Class. The slime suspends and protects the uchuulon's vital organs as well and has a 50% chance of negating any critical hit made against the creature.

10C. Hidden Chamber

The opening leading to this area is a 5-foot-diameter circle in the floor of the room. Like the other features of this chamber, it is completely concealed by the water. This small area is where the room's inhabitants rest and eat.

Treasure: The accumulated treasure of the room's inhabitants is scattered about this chamber. Their hoard consists of a mithral shirt and a few heaps of coins and jewelry (330 gp, 750 sp, and a fine coral ring worth 95 gp).

10D. Empty Room

The door to this chamber is positioned with its base at the same level as the hallway entrance and the ledge marked A.

11. SPINNING PASSAGE (EL 4)

When the PCs get to a point about 40 feet from this area, read or paraphrase the following aloud.

> The passageway extends about 40 feet, then narrows into a cylindrical tunnel that seems to be spinning slowly.

When the characters are close enough to see through to the end of the spinning tunnel, read or paraphrase the following additional text.

> The surfaces of the round tunnel ahead seem to be coated with some glistening, wet substance. An open space beyond the spinning tunnel section is visible, but the passage seems to end there.

Any character who makes a successful DC 15 Spot check notices a small arrow slit in the wall at the end of the hallway.

The spinning cylinder is greased with a slippery, flammable oil that makes traversing the passage extremely difficult. As a move action, a character can attempt a DC 17 Balance check to move at half speed through the tunnel, or accept a –5 penalty on the check to move at full speed. Failure by less than 5 points indicates that the character makes no forward progress with that action; failure by 5 or more means the character slips and falls.

A character who falls in the tunnel while carrying a lit torch ignites the oil, which deals 1d6 points of fire damage to each character within the spinning cylinder at the time. The oil burns for 2 rounds, dealing the same damage to those within the second round.

Creatures: No creatures dwell within the spinning tunnel, but Burket, the guard in area 12, watches it through the arrow slit at the end of the hallway.

Burket: hp 34; see area 12 for statistics.

Tactics: As soon as a character enters the last 10 feet of the spinning portion, Burket fires a flaming arrow into the cylinder, igniting the oil, which burns for 2 rounds, dealing 1d6 points of fire damage per round to each character within. He then pulls a shutter over the arrow slit, warns his werewolf lover Snarla of the intruders, and moves to defend the door into area 12.

12. GUARDPOST (EL 7)

This chamber serves as a guardpost from which Burket can watch over the spinning section of corridor (area 11).

> This room is furnished with a plain wooden table surrounded by benches. A large candle gutters on the table, casting dancing shadows on a large book lying open beside it. Another door leads out of the room on the opposite side.

Other than the candle (which provides shadowy illumination in a single square), the room contains no light sources. Snarla prefers the darkness, and Burket has gotten used to moving around in here without light.

Creatures: Burket (a human fighter of limited intellect but unquenchable loyalty) and his lover Snarla (a werewolf sorcerer) dwell in this chamber and the one beyond (area 13). Burket is the latest in a series of paramours that Snarla has brought to the mountain to make her service here more palatable.

In addition to fighting off interlopers, the two are charged with ensuring that the uchuulon and the sea hag in area 10 remain well fed. Neither of them has been past the doors in area 14, so they do not know what lies beyond them.

Burket: hp 34; see statistics block below.

Snarla: hp 30; see statistics block below.

Tactics: Burket fights with his bastard sword, protecting Snarla as best he can so that she can cast spells unhindered. Snarla fights in human form until she becomes desperate. If Burket is killed or she is caught in a very bad situation, she changes to her hybrid form. If she can, she also drinks her *potion of rage*, which gives her 6 hit points, a +1 bonus on melee attack rolls (and on damage rolls with her claws), a +1 bonus on Will saves, and a –2 penalty to her AC for 5 rounds. In hybrid form, she cannot cast spells, but she can use her wand, which is more effective than her natural weapons. She does not use her animal form at all.

Treasure: In addition to the gear that Burket and Snarla carry, the book that lies open on the table has some value in the right market. The volume is a tome of local history that is of little interest to most, but serious scholars or book dealers will pay 20 gp for it.

The book may be of interest to the characters for another reason, though. Its pages contain a passing reference to the trident *Wave*, which lies in area 17. A character who peruses the book after discovering the trident finds the passage after 1d3 hours of research and learns the item's history as if she had made a successful DC 15 Knowledge (history) check. See the description of *Wave* in the Appendix for the specific information gained. Learning any more history of the weapon is up to the adventurer who wishes to unlock its legacy powers.

BURKET **CR 4**

Male human fighter 4
CE Medium humanoid (human)
Init +1; **Senses** Listen +2, Spot +4
Languages Common

AC 20, touch 10, flat-footed 20
hp 34 (4 HD)
Fort +6, **Ref** +2, **Will** +2

Spd 20 ft. (4 squares)
Melee masterwork bastard sword +7 (1d10+7/19–20) or
Ranged masterwork composite longbow (+3 Str bonus) +6 (1d8+3/x3)
Base Atk +4; **Grp** +7
Atk Options Power Attack (2 points included in bastard sword attack), Cleave, Point Blank Shot

Abilities Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10
Feats Cleave[B], Exotic Weapon Proficiency (bastard sword)[B], Point Blank Shot[B], Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)
Skills Intimidate +6, Jump –8, Listen +2, Spot +4
Possessions masterwork half-plate, *+1 heavy steel shield*, masterwork bastard sword, masterwork composite longbow (+3 Str bonus) with 20 arrows
Hook "Oh, never mind. How about I just kill you?"

SNARLA (HUMAN FORM) **CR 6**

Female human werewolf sorcerer 4
CE Medium humanoid (shapechanger)
Init +6; **Senses** low-light vision, scent, Listen +6, Spot +4
Languages Common, Giant

AC 15, touch 13, flat-footed 13
hp 30 (6 HD)
Fort +5, **Ref** +6, **Will** +7

Spd 30 ft. (6 squares)
Base Atk +3; **Grp** +2
Special Actions alternate form
Combat Gear *potion of rage, wand of scorching ray* (+5 ranged touch; 4d6 fire; 30 charges)
Sorcerer Spells Known (CL 4th):
2nd (4/day)—*Melf's acid arrow* (+5 ranged touch)
1st (7/day)—*magic missile, shield, slide* (DC 13)
0 (6/day)—*detect magic, flare* (DC 13), *light, mage hand, prestidigitation, read magic*

Abilities Str 8, Dex 14, Con 12, Int 13, Wis 12, Cha 15
SQ wolf empathy
Feats Combat Casting, Improved Initiative, Iron Will[B], Persuasive, Track[B], Weapon Focus (bite)
Skills Bluff +11, Concentration +6 (+10 casting defensively), Diplomacy +6, Disguise +4 (+6 acting), Hide +4, Intimidate +6, Listen +6, Move Silently +4, Spot +4
Possessions combat gear plus *ring of protection +1*
Hook True to her name, Snarla snarls a lot, whatever form she is in.

Alternate Form (Su): Snarla can shift into animal form as though using the *polymorph* spell on herself, though her gear is not affected, she does not regain hit points for changing form, and she can assume only the form of a wolf. She can also assume a bipedal humanoid form with prehensile hands and wolflike features. Changing to or from animal or hybrid form is a standard action. When slain, she reverts to her human form, although she remains dead. Separated body parts retain their animal forms, however. As a natural lycanthrope, Snarla has full control over this power.
Wolf Empathy (Ex): In any form, Snarla can communicate and empathize with normal or dire wolves. Doing so gives her a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands such as "friend," "foe," "flee," and "attack."

Snarla (Hybrid Form) **CR 6**

Female human werewolf sorcerer 4
CE Medium humanoid (shapechanger)
Init +8; **Senses** low-light vision, scent, Listen +6, Spot +4
Languages Common, Giant

AC 17, touch 15, flat-footed 13
hp 30 (6 HD); damage reduction 10/silver
Fort +7, **Ref** +8, **Will** +7

Spd 30 ft. (6 squares)
Melee claw +3 (1d4) or
Melee 2 claws +3 (1d4) and
Melee bite –1 (1d6)
Base Atk +3; **Grp** +4
Atk Options curse of lycanthropy
Special Actions alternate form
Combat Gear *potion of rage, wand of scorching ray* (+7 ranged touch; 4d6 fire; 30 charges)

Abilities Str 10, Dex 18, Con 16, Int 13, Wis 12, Cha 15
SQ wolf empathy
Feats Combat Casting, Improved Initiative, Iron Will[B], Persuasive, Track[B], Weapon Focus (bite)
Skills Bluff +11, Concentration +8 (+12 casting defensively), Diplomacy +6, Disguise +4 (+6 acting), Hide +6, Intimidate +6, Listen +6, Move Silently +6, Spot +4
Possessions combat gear plus *ring of protection +1*
Hook True to her name, Snarla snarls a lot, whatever form she is in.

Alternate Form (Su): Snarla can shift into animal or human form as though using the *polymorph* spell on herself, though her gear is not affected, she does not regain hit points for changing form, and she can assume only the form of a wolf or human. Changing to or from animal or human form is a standard action. When slain, she reverts to her human form, although she remains dead. Separated body parts retain their animal forms, however. As a natural lycanthrope, Snarla has full control over this power.

Curse of Lycanthropy (Su): Any humanoid or giant hit by Snarla's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of Snarla's, it cannot contract lycanthropy from her.

Wolf Empathy (Ex): In any form, Snarla can communicate and empathize with normal or dire wolves. Doing so gives her a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands such as "friend," "foe," "flee," and "attack."

13. SNARLA'S SANCTUM (EL 5)

Near the start of her service to Keraptis, Snarla made the mistake of complaining to the archmage about the lack of creature comforts in the dungeons beneath White Plume Mountain. This room is the result.

> In stark contrast to the outer chamber, this brightly lit room is exquisitely decorated. The floor is covered with fine woven rugs, and the ceiling bears an intricate mosaic depicting a summer sky dotted with fleecy clouds. Lush tapestries and shimmering curtains mask the walls, giving the room a warmth and comfort unlike the rest of the dungeon. In the corner opposite the door stands a large bed, lavishly covered with fine blankets and cushions. Beside the bed is a low table set with a buffet of cakes, nuts, and sweets. Across the room sits an oaken chest bound in brass.

To Snarla's eternal frustration, the beauty of the room is a *permanent image* (caster level 18th) laid over a plain stone room furnished with an old straw tick and lit with a *continual flame* spell at each corner. The chest is real, but the only food here is a daily plate of trail rations.

Anyone interacting with the furnishings in any way can attempt a DC 21 Will save to disbelieve the illusion, with success revealing the reality of the nearly bare room. Snarla has long since made her saving throw, and she now lives here in discomfort that is not assuaged in the least by the transparent figments overlaid upon the chamber.

Trap: The chest in the northwest corner is the only object in the room that is as it appears. It is warded with a *fire trap* spell that Snarla cast from a scroll.

Fire Trap: CR 5; no attack roll necessary (1d4+7 fire in a 5-foot radius); DC 16 Reflex save half; Search DC 29; Disable Device DC 29.

Treasure: The chest contains a collection of odd unguents and ointments in fine stone jars (worth 300 gp), seven small gemstones (worth 75 gp each), and a silver necklace (worth 675 gp). Not coincidentally, these items are the raw materials required to perform

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SLIDE

Transmutation
Level: Sorcerer/Wizard 1
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You slide the subject along the ground for a distance of 5 feet in any direction. If the creature is flying or otherwise not on the ground, it moves parallel to the ground. You can't slide the subject into a space that is occupied by an ally, an enemy, or a solid object. If you attempt to do so, the spell automatically ends. You can slide the subject fast enough to clear small gaps in the ground, such as narrow pits. You cannot slide it up or down, but you can slide it over the edge of a cliff or the like.

This movement does not provoke attacks of opportunity.

This spell is taken from the *Miniatures Handbook*.

the legacy ritual Mastery over the Sea, which unlocks the least legacy abilities of the trident *Wave*. Snarla has been researching *Wave* and knows that it is hidden somewhere in the mountain, and she hopes to claim its magical secrets for herself.

14. FLANGED DOORS

This section of hallway is blocked by three iron doors, though only one is visible at a time.

> The passage ahead is blocked by a large iron door that appears quite thick and strong.

The three iron doors are spaced 10 feet apart in this section of hallway. The north side of each one is flanged to prevent any force applied from that direction from opening it. These are in fact emergency doors intended to prevent the boiling lake (area 15) from flooding the dungeon if the magical bubble in area 17 should burst.

The doors are tightly stuck, and each one requires a DC 21 Strength check to open from either direction. Handles on the north sides of the doors give characters a means to pull them open, but the doors are no less stuck.

Iron Doors: 1 inch thick, hardness 10; 30 hp; AC 5; break DC 21; Strength DC 21 to open.

15. BOILING LAKE

This "lake" is actually an underground pocket of water heated by the activity of the volcano. Water flows into the cavern from the west (at the point marked A on the map) and is heated nearly to boiling as it comes into close proximity to the magma beneath the mountain. The heat causes the water to churn wildly, and that constant action has carved out this tall cavern over the course of many years.

16. STEAM TUBE

Water flows out from the water pocket near the top of the eastern side of the cavern at the point marked B on the map. From there, it cascades down hundreds of feet though a series of lava tubes. Some 800 feet below, it strikes molten rock and turns instantly to steam, which rises up through more lava tubes to the top of the volcanic cone, forming the continuous geyser of steam that gives White Plume Mountain its name.

17. LEDGE

This chamber looks out onto the boiling lake (area 15).

> This area is uncomfortably hot. Though the relatively narrow passage seems to open out into a weird, wide cavern filled with flickering light, the corridor actually continues about 30 feet more before opening out into some kind of dome. Its walls and ceiling are not formed of stone; they appear to be made of luminous water that arches upward and meets overhead. The hazy images visible through these watery walls suggest that the floor of this area is actually a ledge in the middle of a gigantic, water-filled cave. Perhaps these strange water-walls are all that prevents the water from pouring in to flood the dungeon beyond.

This stone ledge juts out over the middle of the boiling lake, about 50 feet below the ceiling of the cavern and 100 feet above its floor. The naturally luminous water of the lake provides enough light for the PCs to see normally throughout the area.

A magical membrane of semisolid water forms a tunnel and dome that rest atop the ledge, but—as the flanged doors at area 14 attest—it offers only scant protection against the fury of the boiling flood beyond. The membrane has burst before, and it will certainly do so again—perhaps within seconds of the PCs' arrival in this room.

The membrane is soft, resilient, and hot to the touch. Area spells or intentional attacks can easily puncture it, sending scalding water rushing to fill the available space.

Membrane Wall: Hardness 3, 3 hit points per 5-foot-square section.

If a character is foolish enough to puncture the membrane with a melee weapon, he takes 1d6 points of fire damage from the initial spray of hot water (Reflex DC

18 half), as does every other creature within 5 feet of the puncture. After the first spray, the water flows in quickly as pressure on the outside of the dome squeezes the air out and collapses the membrane. In 1d4+1 rounds, the membrane collapses completely, and hot water fills the hall as far as the first flanged door in area 14.

Any character immersed in the water of the boiling lake takes 10d6 points of damage per round of contact.

Creature: The membrane dome is the nest of a Huge monstrous crab that guards the legacy weapon *Wave*. The creature stays at least 5 feet from every wall of the dome if it possibly can while fighting hard to repel any and all intruders.

Huge Monstrous Crab: hp 107; see *Stormwrack*, page 142, and statistics block below.

Treasure: On the floor at the north end of the dome, surrounded by the bones of the monstrous crab's previous meals, is a long, shallow chest. The legacy trident *Wave* lies within it, as well as a *wand of ice storm* (17 charges) and three large gems (a pair of emeralds worth 1,000 gp each and a perfect emerald worth 5,000 gp).

Advanced Huge Monstrous Crab **CR 8**

N Huge vermin (aquatic)
Init +0; **Senses** darkvision 60 ft., low-light vision, scent, Listen +0, Spot +4

AC 22, touch 8, flat-footed 22
hp 107 (16 HD)
Immune mind-affecting effects
Fort +12, **Ref** +5, **Will** +5

Spd 30 ft. (6 squares)
Melee claw +18 (2d6+8) or
Melee 2 claws +18 (2d6+8)
Space 15 ft.; **Reach** 15 ft.
Base Atk +12; **Grp** +32
Atk Options constrict 4d6+8, improved grab

Abilities Str 26, Dex 11, Con 14, Int —, Wis 11, Cha 2
SQ amphibious
Feats Toughness[B]
Skills Hide –4, Spot +4

Amphibious (Ex): Although an advanced Huge monstrous crab is aquatic, it can survive indefinitely on land.

Constrict (Ex): An advanced Huge monstrous crab deals damage equal to twice its normal claw damage plus its Strength bonus on a successful grapple check.

Improved Grab (Ex): To use this ability, an advanced Huge monstrous crab must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

PART 3: BLACKRAZOR

The western corridor leading away from Etrusca's guardpost gives access to this section of the dungeon.

18. CONCEALED PIT (EL 2)

Read or paraphrase the following aloud when the PCs start down this corridor.

> The waterlogged corridor stretches ahead. Patches of algae and lichen decorate the walls and ceiling.

Murky water covers the floor of this corridor to a depth of 1 foot (see Standard Dungeon Features).

Trap: The shallow water conceals a 10-foot-long, 10-foot-deep, open pit. Any character probing ahead can easily discover the pit with a successful DC 10 Search check. Otherwise, anyone moving into the alcove must succeed on a DC 20 Reflex save or immediately fall into the pit. A character submerged in the water is exposed to blinding sickness (see Standard Dungeon Features) and must succeed on a DC 10 Swim check to avoid sinking to the bottom. Since this open pit trap cannot be disabled, characters must figure out a way to cross it, either by swimming (which exposes them to the blinding sickness) or by some more exotic method.

Watery Pit Trap: CR 2; mechanical; location trigger; no reset required; DC 20 Reflex save avoids; no damage, but potential drowning and blinding sickness (see above); Search DC 10; Disable Device N/A.

Treasure: Any character who makes a successful DC 10 Search check while examining the bottom of the pit finds a rotting corpse wearing a rusted suit of full plate armor. A pouch hanging from the corpse's belt still holds 22 gp and a *potion of cure moderate wounds*.

19. HEAT TRAP (EL 5)

This section of corridor is an elaborate trap.

> The walls of this water-filled corridor are lined with 6-foot-square, copper-colored metal plates.

Murky water covers the floor of this corridor to a depth of 1 foot (see Standard Dungeon Features).

Trap: Any metal object passing between the plates on either side of the corridor becomes superheated. Anyone who moves between the plates while carrying or wearing metal items feels extreme discomfort as his gear heats up, but he takes no damage during the first round.

At the start of the second consecutive round spent between the metal plates, anyone carrying a metal object takes 1d6 points of fire damage (Fort DC 20 half). Each round thereafter, the damage dealt increases by 1d6, up to a maximum of 4d6. Thus, a character carrying metal objects takes 2d6 points of fire damage at the start of the third round, 3d6 points at the start of the fourth round, and 4d6 points at the start of the fifth and each subsequent round. The metal items suffer no ill effects from this extreme heat.

Anyone wearing metal armor takes twice the amount that a character merely carrying a metal item does—that is, 2d6 points the second round, 4d6 the third, 6d6 the fourth, and 8d6 the fifth and subsequent rounds. Furthermore, starting on the third round, any character wearing metal armor must succeed on a DC 15 Reflex save every round or actually burst into flame from the extreme heat (assuming he wears any flammable clothing), taking an additional 1d6 points of fire damage that round and every round thereafter until the fire is put out (see Catching on Fire, *Dungeon Master's Guide*, page 303). Dousing the flames in the water that fills the lower part of the corridor extinguishes the fire but does not reduce the damage dealt by the character's metal armor or equipment. Furthermore, this level of contact with the water also exposes the character to blinding sickness (see Standard Dungeon Features).

Characters can remove their metal armor and gear and drag it through the water to avoid damage. Metal gear inside a *bag of holding* or similar extradimensional space is unaffected by the trap, but the items burn through a cloth sack or a rope at the start of the second round between the plates, or through a leather pack at the start of the third round.

Each pair of plates is considered a separate trap for the purpose of disabling it. Anyone attacking or disabling a plate is considered to have spent that round between the plates and is thus subject to the appropriate damage.

Heat Trap: CR 5; magic device; location trigger; automatic reset; cumulative fire damage each round starting on second round; Fort DC 20 half; Search DC 20; Disable Device DC 25.

Metal Plates: Hardness 10, 100 hp. Dealing 5 or more points of cold damage to a given plate in a single round deactivates it for 1 round. The plates can't be removed from the walls.

20. GHOUL AMBUSH! (EL 5)

Stairs lead up from the far side of this waterlogged room.

Murky water fills this chamber to a depth of 1 foot (see Standard Dungeon Features). A successful DC 20 Search check reveals a secret door in the southeast corner that leads to another waterlogged chamber—this one occupied.

Creatures: A pack of three ghouls led by a ghast lurks behind the secret door.

Ghouls (3): hp 13 each; Listen +4 (including the adjustment for sneaking in shallow water); see *Monster Manual*, page 119.

Ghast: hp 29; Listen +4 (including the adjustment for sneaking in shallow water); see *Monster Manual*, page 119.

Tactics: If the ghouls hear anyone splashing about in the main chamber, they immediately move to attack, expecting their prey to be weakened (and possibly unarmed and unarmored) from the heat trap in area 19. Any turned ghoul or ghast retreats back through the secret door if possible rather than heading toward the heat trap.

Treasure: Scattered about under the water that fills the secret chamber is the ghouls' treasure hoard (412 sp, 208 gp, 32 pp, and a *potion of lesser restoration*). One man-hour of work (and a DC 15 Search check) locates half of the coinage; a DC 25 Search check finds the remainder and the potion.

21. DRY STAIRS

This area leads to a dry section of the dungeon.

A short flight of stairs leads up out of the water to a dry landing.

The ghouls from area 20 pursue characters who flee in this direction, but the undead creatures aren't willing to go through the door onto the landing.

22. FRICTIONLESS ROOM (EL 6)

This chamber presents several dangers.

The door opens into the eastern end of a long, 20-foot-wide chamber. On the same wall at the opposite end of the room is another door.

This chamber appears to be 20 feet wide and 80 feet long, with a 20-foot-high ceiling and a door at the far end of the north wall. However, the illusory west wall hides another 10 feet of length.

Three specific hazards work together to increase the danger level of this room. The harpy concealed at the far end (area 22C) sings her captivating song to lure PCs toward her, which causes one or more to fall into the first pit (area 22A). Those who decide to jump over the pit land on the frictionless floor (area 22B) and slide

into the second pit (area 22A). Each of these hazards is described in its own section, below.

22A. Pit Trap

Each point marked A denotes a 10-foot-wide, 10-foot-deep pit trap with poison-smeared blades covering the bottom. A cunningly fitted trapdoor, which is triggered by the weight of a Small or larger creature, conceals the pit from view. A standing character saves normally to avoid falling in, but any character who slides onto it prone because he has fallen on the frictionless floor (see area 22B) takes a –5 penalty on the save.

Poisoned Blade Pit Trap: CR 3; mechanical; location trigger; automatic reset; DC 25 Reflex save avoids; 10 ft. deep (1d6, fall); pit blades (Atk +10 melee, 1d4 blades per target, each dealing 1d4+1 slashing damage plus poison); poison (giant wasp poison; injury, DC 18 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC 25; Disable Device DC 25.

22B. Slippery Floor

The section of floor marked B is nearly frictionless. Anyone setting foot in this section of the room must make a DC 20 Balance check each round to remain standing on the unbelievably slippery floor. Even a character who makes a successful check is slowly propelled toward the far end of the room by his own momentum.

A character who lands on this surface after jumping over the first pit automatically slides at a rate equal to his land speed each round, with the movement occurring at the start of his turn. Changing direction is possible only by pushing off from a wall, so a sliding character almost certainly triggers the second pit trap (see area 22A).

22C. Hidden Chamber

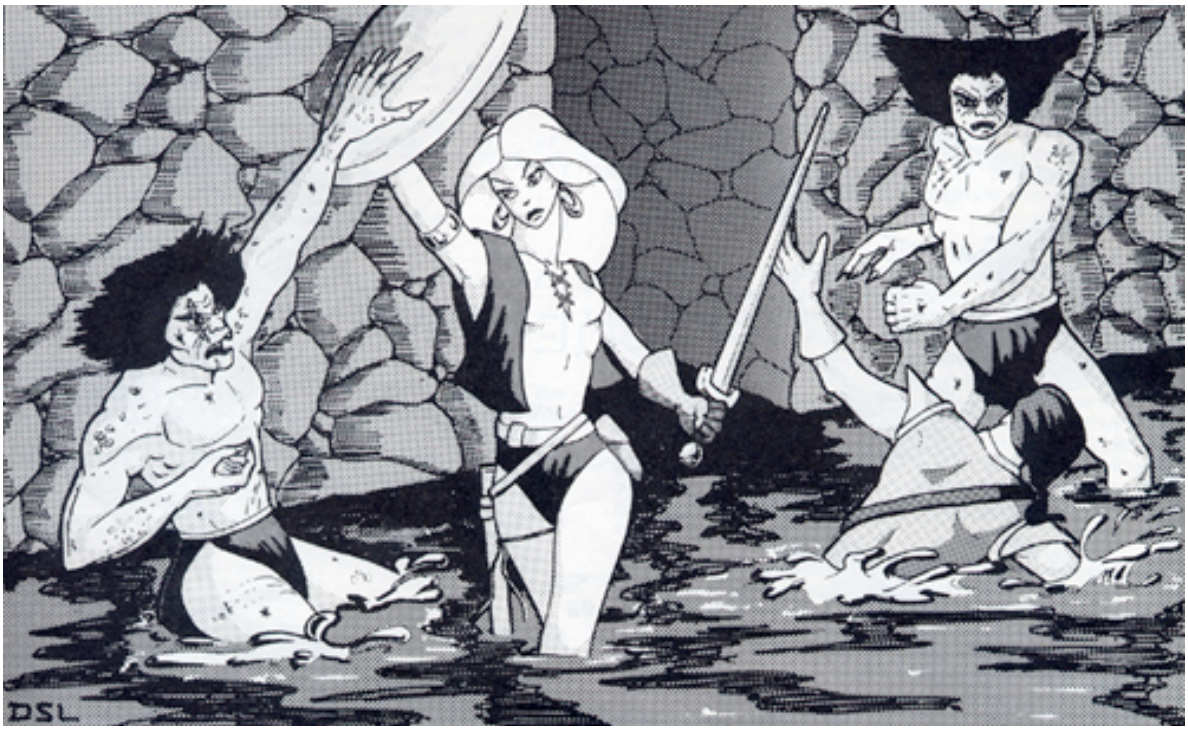
The apparent far wall is actually an illusion—the room extends another 10 feet. Behind this illusory wall, in area 22C, lives a sadistic harpy.

Creature: The harpy roosts on a ledge near the ceiling in the southwest corner of area 22C. She knows about the illusory wall and can thus see through it normally. She wears a *brooch of shielding* with 31 hp of protection left.

Harpy: hp 31; see *Monster Manual,* page 150.

Tactics: The harpy begins her captivating song as soon as at least one character enters the room. Every creature within a 300-foot spread (which extends around corners) must then succeed on a DC 16 Will save or become captivated. A captivated creature walks in the direction of the song, taking the most direct route available—in this case, into the eastern pit. As soon as the pit is discovered, every other affected character may attempt a new save against the song because of the dangerous route required.

The harpy continues her captivating song as long as at least one character appears affected. Upon determining that she can gain no further benefit from it, she emerges from her hiding place and attacks any vulnerable targets (such as characters climbing out of pits or lying prone).



Balancing characters also make good targets, since a balancing character is considered flat-footed unless he has at least 5 ranks of Balance, and a character damaged while balancing must succeed on another Balance check against the same DC to remain standing.

Treasure: Behind the illusory wall is a scattering of bones and treasure, including 149 sp, 29 gp, 3 pp, and a divine scroll of *cure serious wounds* and *water breathing*.

23. AIRBORNE STREAM

The most exotic feature of this room is a stream of water elevated above the floor.

A stream of water runs through the far side of this room, but instead of cascading along quietly through a trough in the floor, it hangs suspended in midair a couple of feet above the ground. The water enters and leaves the room through two narrow tunnels, each about 6 feet in diameter, and runs roughly west to east. Several rectangular platforms lean up against the near wall.

The water fills the entry and exit tunnels to about the halfway point, allowing plenty of clearance for raft-riders (see below).

Eight rectangular rafts, each about 5 feet long and 2 feet wide, lean up against the south wall. Each is large enough for a single Medium character or two Small characters to ride.

Getting the raft into the stream and climbing on board requires a move action and a DC 12 Dexterity check (or a DC 10 Profession [sailor] check by anyone trained in that skill). Once aboard, a character must succeed on a DC 5 Balance check at the start of each turn to avoid tipping the raft over. Anyone who has fallen into the water can exit into the surrounding room with a DC 10 Swim check; otherwise he is swept along with the current.

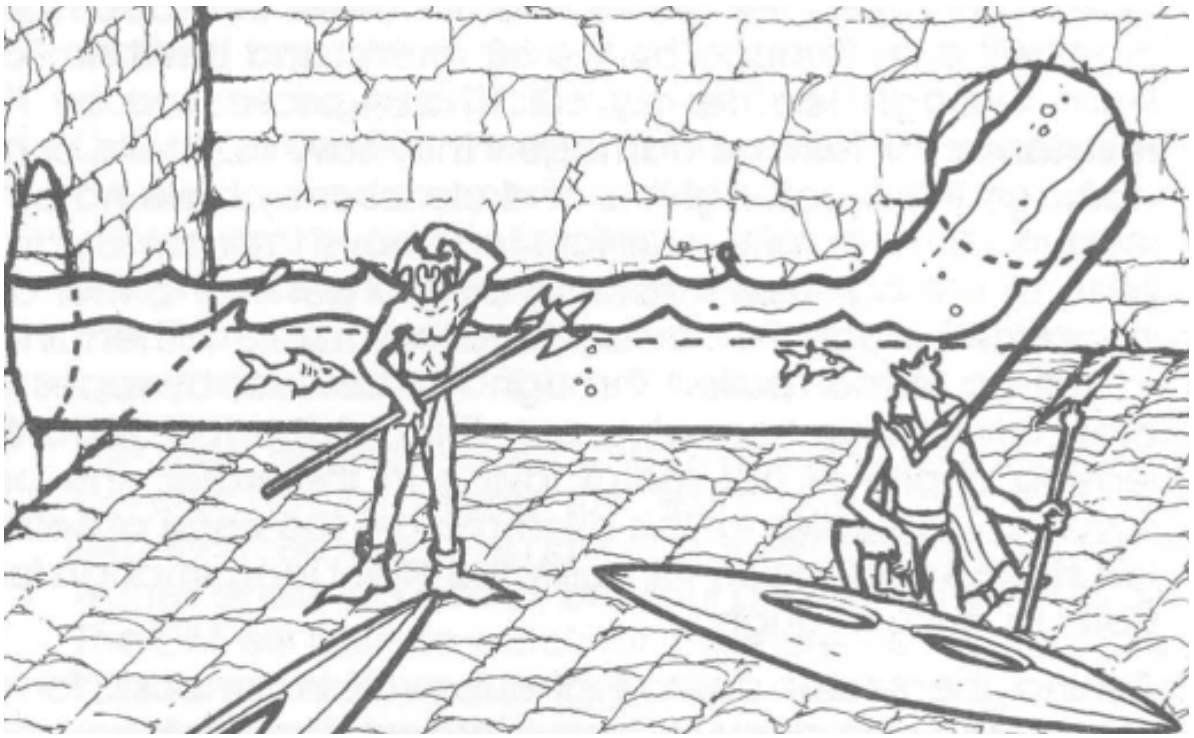
The water flows briskly, moving at a speed of 30 feet per round. An occupied raft moves at the start of its rider's turn, after he makes the required Balance check. Barring complications, it takes 7 rounds to travel from area 23 to area 24 in this manner.

Wary characters may try to avoid the obvious mode of transport. Other options are certainly possible, including swimming, water walking, or even flight. The DM must adjudicate these attempts as appropriate to the situation. Anyone traveling without disturbing the water, however, doesn't alert the inhabitants of area 24.

24. RIVER ATTACK (EL 8)

The airborne stream emerges into this room. Read or paraphrase the following when the characters enter this chamber.

The stream emerges into a brightly lit room that shows signs of occupation. Scattered about the floor are five bedrolls, plus packs, clothing, bits of food on tin plates, and various other items indicating very recent habitation. A pair of rafts leans against one wall.



The rafts are similar to those in area 23. The light comes from everburning torches placed at regular intervals beneath the floating river.

A locked secret door in the south wall (see area 25) leads to the corridor south of area 23. Sir Bluto (see below) keeps the only key. He intends to use the passage for a quick escape if need be.

Creatures: Sir Bluto Sans Pite, a fighter/rogue, was once a respected Knight of the Realm before his indictment in the River of Blood mass murder case. After escaping from the Royal Prison, this knight-turned-fugitive traveled to White Plume Mountain in search of riches. Instead, he ran into the minions of Keraptis and wound up in the evil wizard's service. Secretly, Sir Bluto plots against Keraptis and plans to take the entire compound for himself one day.

Sir Bluto leads a team of four 1st-level human rogues. In addition to their normal weaponry, two of these rogues are armed with nets, and the other two have longspears.

Anyone who succeeds on a DC 15 Knowledge (local) or Knowledge (nobility and royalty) check recognizes Sir Bluto and remembers that a reward of 1,000 gold pieces has been offered for his return—dead or alive.

Sir Bluto Sans Pite: hp 39; see statistics block below.

Rogues (4): hp 11; see statistics block below.

Tactics: If any characters enter this room by raft or by swimming the floating stream, the occupants get 2 rounds of warning from the disturbance of the currents, allowing them to move into position. If all the characters use another means (such as flying through the upper part of the stream tunnel), they have no time to prepare.

Assuming they are prepared, the two rogues toss nets over the first characters to enter the room (preferably armored PCs). They aren't proficient with nets, so each takes a –4 penalty on the attack roll, but since they need only hit a touch AC, great skill isn't really necessary. The rogues hold onto the trailing ropes from the nets, ensuring that any creature hit is automatically pulled from her raft at the start of her next turn. A character removed from a raft in this manner falls prone on the floor. The other two rogues use their longspears against any raft-riders not hit by nets, attempting to upset their balance.

Once close combat begins, all four rogues drop their held weapons and draw rapiers. They endeavor to flank the PCs if possible, using Tumble to move into position.

Sir Bluto prefers to challenge the toughest-looking member of the party. When he is adjacent to a single enemy, he uses Improved Feint to render his foe flat-footed so that he can deal sneak attack damage. When adjacent to more than one foe, he uses Whirlwind Attack to strike at all nearby enemies. He uses Spring Attack to good measure throughout the fight to move into a flanking position and then back to safety. He uses Combat Expertise only when faced with foes that are particularly easy to hit, or as a delaying tactic. Sir Bluto fights until it seems he may not win, then falls back, allowing his minions to cover him, while he opens the secret door and escapes down the passageway beyond.

Treasure: The valuables owned by these villains are described in the Possessions entries of their stat blocks, below. The room also holds a month's worth of rations for five people. They get their water from the stream, which magically replenishes itself.

Sir Bluto Sans Pite **CR 6**

Male human fighter 4/rogue 2
NE Medium humanoid (human)
Init +2; **Senses** Listen +8, Spot –1
Languages Celestial, Common

AC 22, touch 11, flat-footed 21; Dodge, Mobility
hp 39 (6 HD)
Resist evasion
Fort +5, **Ref** +6, **Will** +0

Spd 30 ft. (6 squares)
Melee masterwork longsword +10 (1d8+3/19–20)
Base Atk +5; **Grp** +8
Atk Options Combat Expertise (take –2 penalty on attack roll for +2 bonus to AC), Improved Feint (use move action and Bluff check to render opponent flat-footed), sneak attack +1d6, Spring Attack (move total of 30 feet before and after attack), Whirlwind Attack (make one longsword attack against each adjacent enemy as full-round action)

Abilities Str 16, Dex 14, Con 12, Int 13, Wis 8, Cha 10
SQ trapfinding
Feats Combat Expertise, Dodge[B], Improved Feint, Mobility[B], Spring Attack[B], Weapon Focus (longsword), Whirlwind Attack
Skills Bluff +9, Diplomacy +5, Disguise +0 (+2 acting), Handle Animal +7, Intimidate +9, Jump +10, Listen +8, Ride +4
Possessions *+1 full plate armor,* heavy steel shield, masterwork longsword, *boots of striding and springing,* key to area 25, 117 gp
Hook "You'll never take me alive, fools!"

Rogues (4) **CR 2**

Male human rogue 2
NE Medium humanoid (human)
Init +6; **Senses** Listen +6, Spot +6
Languages Common

AC 15, touch 12, flat-footed 13
hp *11 (2 HD)*

Resist *evasion*
Fort +2, **Ref** +5, **Will** +1

Spd 30 ft. (6 squares)
Melee *masterwork rapier* +4 (1d6+1/18–20) *or*
Melee *masterwork longspear* +2 (1d8+1/x3) *or*
Ranged Touch *masterwork net* +0 (*no damage*)
Base Atk +1; **Grp** +2
Atk Options *sneak attack +1d6*

Abilities *Str 13, Dex 15, Con 14, Int 8, Wis 12, Cha 10*
SQ *trapfinding*
Feats *Improved Initiative, Weapon Finesse*
Skills *Balance +4, Climb +6, Hide +7, Jump +8, Listen +6, Move Silently +7, Open Lock +7, Spot +6, Tumble +9*
Possessions *masterwork studded leather armor, masterwork net or masterwork longspear, masterwork rapier, 50 gp*
Hook *"It's like stabbing ducks on a pond, boss!"*

25. SECRET PASSAGE

This secret passageway leads from the corridor south of area 23 to area 25.

A narrow, dusty tunnel stretches onward into darkness.

This 5-foot-wide hallway can be accessed only via the locked secret doors in area 24 and in the hallway south of area 23 (Search DC 25 to find; Open Lock DC 25 to open). Sir Bluto carries the only key; none of his goons know the door exists.

26. TERRACES OF DOOM (EL 6 PER TERRACE)

This room offers a wide variety of challenges.

Unseen light sources illuminate a vast chamber. A set of ledges ringing the room creates a stairstep effect, with wide ledges leading down into a central area about 40 feet below. Strange creatures roam around each ledge.

This enormous room is constructed as a set of concentric, rectangular terraces descending in 10-foot increments to a floor 40 feet below the entrance. The top level (26A) is bare and featureless, but each additional step holds hungry creatures bent on devouring the PCs. Two of the terraces (26B and 26D) are filled to the brim with water, like gigantic tanks. A door leads out from the far wall of the bottom level (26E).

Each terrace is surrounded by a 6-inch-thick wall and ceiling made of magically treated iron that has been rendered transparent. This arrangement effectively turns each terrace into a 10-foot-wide, 10-foot-high hallway ringing the chamber. The only access to any given terrace is a chute between it and the one above. These access points are marked with the lowercase letters b, c, d, and e on the map.

Terrace Wall: Hardness 20, 360 hp per 5-foot section; break DC 66.

If the characters somehow manage to breach one of the walls holding back water, the emergency drains on that level immediately activate, siphoning most of the water into underground tanks. Only about a third of the water pours through the damaged wall, briefly filling the area above the bottom level to a depth of about 5 feet. During the next few minutes, this water drains into the same storage tanks through small wall drains.

26A. Empty Terrace

This level contains neither creatures nor points of interest. At the point marked b is a chute that leads down to terrace 26B.

26B. Ocean Terrace

This level is entirely filled with water. Any character wishing to navigate it must hold his breath or have some special ability to survive underwater. See Underwater Combat on page 93 in the *Dungeon Master's Guide* for information about how to handle combat on this level.

At the point marked c is a sealed chute that leads down to terrace 26C. To open the chute, a character must first throw a lever next to its door to drain the water from this level into the subterranean holding tanks—a process requiring 5 rounds. About 10 minutes after the lever is thrown, it resets, sealing the chute and refilling the terrace with water.

Creatures: Two hammerclaws (see *Stormwrack*, page 152) lurk in this area. A hammerclaw is a 10-foot-long, lobsterlike, aquatic predator that uses a sonic pulse to stun its prey. It has a shell mottled in shades of pale purple, blue eyes on stalks, and oversized claws. Hammerclaws are vicious and cunning, and they often employ surprisingly intelligent tactics. When the PCs arrive, the creatures are in randomly determined corners of the terrace, but they quickly move to attack intruders.

Hammerclaws (2): hp 54 each; see *Stormwrack*, page 152, and statistics block below.

Tactics: As soon as a hammerclaw comes within 30 feet of at least one PC, it uses its sonic pulse in an attempt to stun that character. It doesn't close to melee unless its prey appears stunned or unconscious. Any hammerclaw reduced to 20 or fewer hp flees combat.

HAMMERCLAW **CR 4**

NE Large magical beast (aquatic)
Init +4; **Senses** darkvision 60 ft., Listen +6, Spot +6

AC 19, touch 10, flat-footed 19
hp 54 (6 HD)
Resist sonic 10
Fort +8, **Ref** +5, **Will** +5

Spd 20 ft. (4 squares), swim 20 ft.
Melee claw +10 (1d6+4) or
Melee 2 claws +10 (1d6+4)
Space 10 ft.; **Reach** 10 ft.
Base Atk +6; **Grp** +14
Atk Options constrict 2d6+4, improved grab
Special Actions sonic pulse

Abilities Str 19, Dex 10, Con 17, Int 4, Wis 12, Cha 8
SQ amphibious
Feats Alertness, Improved Initiative, Iron Will
Skills Hide +7 (+11 in rocky areas), Jump +8, Listen +6, Spot +6, Swim +12

Amphibious (Ex): Although the hammerclaw is aquatic, it can survive indefinitely on land.

Constrict (Ex): A hammerclaw deals 2d6+4 points of damage when it wins a grapple check.

Improved Grab (Ex): To use this ability, a hammerclaw must hit an opponent of its own size or smaller with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Sonic Pulse (Su): A hammerclaw can create a deadly cone of sonic energy by snapping its great claw. This cone has a range of 30 feet. Any creature within the area takes 4d6 points of sonic damage and is stunned for 1d4 rounds. A DC 16 Fortitude save negates the stun and halves the damage.

26C. Desert Terrace

A thin layer of sand covers the floor of this arid level, and desiccated bones lie scattered about. At the point marked d is a chute that leads down to terrace 26D.

Creatures: Three Large monstrous scorpions roam this terrace. Though they are not terribly dangerous individually, this encounter could quickly become deadly if any scorpion succeeds in separating a character from the rest of the group (see Tactics, below).

Large Monstrous Scorpions (3): hp 32 each; see *Monster Manual*, page 287.

Tactics: As soon as any character sets foot on this level, the scorpions move to surround the intruders and attack from all directions. If a scorpion that has

managed to grapple a character makes another successful grapple check, it pulls its victim 25 feet away from the rest of the group as a standard action, potentially allowing another scorpion to take its place. The scorpions fight to the death.

26D. Watery Doom Terrace

The water in this level is only 8 feet deep, so the characters need not be able to breathe water to move through it (though that ability would certainly help). Any character who has already fallen victim to the scorpions' poison is now less capable of holding her breath because of her lowered Constitution.

At the point marked e is a sealed chute that leads down to terrace 26E. A lever next to the chute door functions exactly like the lever in terrace 26B (above).

Creatures: Two sea cats swim through this terrace. They attack on sight, moving about the terrace to surround intruders. A sea cat that is reduced to 20 or fewer hit points flees from combat.

Sea Cats (2): hp 51 each; see *Monster Manual*, page 220.

26E. Center Terrace

The bottom level is completely covered by a transparent ceiling of the same magically treated iron that encases the upper levels, so that flying visitors cannot bypass the rest of the terraces to get here. Read or paraphrase the following when the PCs arrive.

This terrace is littered with gnawed bones, and deep grooves in its stone walls bear silent testimony to the wrath of some beast that resented its confinement.

Several small drains are set into the floor of this terrace, and in the far wall is a reinforced wooden door. Anyone inspecting it can easily determine that it is locked from both sides (Open Lock DC 30), so whatever lurks beyond it is trapped there. No key exists for this door.

Creatures: Two manticores live on this terrace. The low ceiling prevents them from using their wings to gain their customary advantage over attackers, but they remain deadly foes nevertheless. They watch intruders moving around the upper levels and move into position to unleash volleys of tail spikes as soon as the first character drops downs the chute from terrace 26D. Since they cannot escape this level, the manticores fight to the death.

Manticores (2): hp 57 each; see *Monster Manual*, page 179.

Ad Hoc XP *Adjustment:* Reduce the XP award for defeating the manticores by 25% to reflect their lack of mobility.

27. LAIR OF QESNEF (EL 8)

This chamber is the lair of another powerful minion of Keraptis.

A thin mist fills the hallway. Though it doesn't obstruct vision, it creates a rather eerie atmosphere.

The mist is actually a *mind fog* effect. Any character entering the hall must succeed on a DC 17 Will save or take a –10 penalty on Wisdom checks and Will saves for as long as he remains in the corridor and for 2d6 rounds thereafter. Don't tell the players the results of their saving throws—simply record the success or failure of each character and apply the penalty when appropriate (such as when a character makes a Listen check at the door, or a Spot or Sense Motive check while interacting with the room's inhabitant; see below).

Like the door from area 26, the one leading into this room is locked from both sides (Open Lock DC 30). The sound of characters working at the door warns Qesnef of their approach if he makes a successful Listen check (Listen +10), but he is already in his false identity (Fenseq the halfling) when they enter, whether he has heard them or not. Once the PCs open the door, read or paraphrase the following text.

This illuminated chamber is quite luxurious. Overhead is a 15-foot-high, vaulted ceiling decorated with scrollwork and mosaics. Thick rugs and cushions are strewn about the floor, and tapestries cover the walls. A sumptuous divan, fully 12 feet long and 5 feet deep, dominates the center of the room, and a 6-foot-tall hookah stands in the corner.

A greatsword sized for a Large creature hangs above the door, out of sight until someone who has already entered looks back. Don't specifically point out the unusual size of the furnishings to the players, but alert PCs should find it odd.

Creature: Qesnef the ogre mage has been living here since he lost a wager with Keraptis, and he spends most of his time trying to figure out a way to pay back the wizard for this indignity. Currently, Qesnef appears as a well-to-do halfling. While in this form, he has the following adjusted statistics.

Ogre Mage: hp 37; AC 19, touch 9, flat-footed 19; see *Monster Manual*, page 200.

Qesnef as Halfling: Spd 20 ft., AC 17, touch 12, flat-footed 16; Grp –2; Atk none; Space/Reach 5 ft./5 ft.; SV Fort +4, Ref +2; Str 8, Dex 12, Con 10.

Tactics: Qesnef claims to be a halfling warrior named Fenseq who has been held for ransom by the horrible wizard Keraptis for several months. Though the ogre mage's Bluff modifier is only +3, and his Disguise modifier (with the +10 bonus from *polymorph*) is +13, he's counting on the *mind fog* effect in the corridor to help him put over his ruse. A *detect evil* spell reveals a faint evil aura emanating from Qesnef.

If possible, Qesnef would prefer to avoid combat. He's perfectly willing to accompany the characters out of the dungeon, since doing so would end his confinement. (Keraptis wasn't specific enough with his commands; he specified only that the ogre mage could not leave of his own volition.) If given the opportunity, Qesnef might use his *charm person* ability against an unwary PC, but he does so only if he thinks he may need an extra friend.

If his false identity is discovered, Qesnef immediately turns invisible and slips away to a safe corner (Move Silently +3, including a +2 bonus for the thick carpets). On the next round, he uses his *slippers of spider climbing* to move to the ceiling. Once there, he uses his *darkness* spell-like ability to sow confusion among the characters, moving as needed between uses. (Qesnef can't see in magical darkness any better than the PCs can, but he figures it'll keep them guessing.)

After a few rounds, he dismisses his *polymorph* effect, resumes his normal form, and retrieves his greatsword. Only then does he actually attack the characters, either using *cone of cold* against a group or delivering a greatsword attack against a single (flat-footed) enemy.

If reduced to 10 or fewer hp, Qesnef assumes gaseous form and, while still cloaked in darkness, slips inside his great hookah. Then he simply waits until the PCs leave his chamber before returning to physical form.

Treasure: Qesnef always wears his *+1 mithral chain shirt* (magically treated to resize for any humanoid form automatically; treat as *+2 mithral armor* for value) and *slippers of spider climbing.* His Large greatsword hangs above the door when not in use. The various furnishings in the room are of good quality, but they have no special value except for one of the tapestries, which is worth 2,500 gp and weighs about 30 lbs. (DC 12 Appraise check to identify).

In a mahogany case underneath the divan is the greatsword known as *Blackrazor* (see Appendix for a description). Qesnef is a bit afraid of this weapon and prefers not to touch it at all.

DEPARTURE (EL 8)

If the PCs manage to obtain all three of the stolen legacy weapons, Keraptis sends one of his most trusted servants (an invisible efreeti named Xonxin) to meet them on their way out of the mountain. Since Etrusca is no longer here, she cannot ask the PCs to repeat the answer to her last riddle, so they are vulnerable to the symbol in the corridor from which they are approaching (and any other symbols they may trigger during the encounter).

Read or paraphrase the following when the characters approach area 2 for the final time.

> The pile of bones that previously blocked this now-familiar intersection has been scattered about so that only a few blackened fragments poke up out of the water. Among these pieces stands a robed humanoid figure, its face concealed beneath a shadowy hood.
>
> "Not thinking of leaving, are you?" the figure says in a deep, rich voice. "You've been so very entertaining that I just couldn't think of letting you go, especially carrying those little collector's items of mine. And since you've eliminated all of their guardians, you'll simply have to stay and take their places. I'll have to ask you to leave all of your ridiculous weapons behind and let my servant Xonxin escort you to the Indoctrination Center. I'll be most disappointed if you cause trouble and force Xonxin to eliminate you. Don't worry—you'll like it here."

The figure is actually a *permanent image* created by the efreeti, who can cause it to move up to 40 feet in any direction from the center of the intersection.

Traps: The four symbols created by the gynosphinx are still present, though Xonxin is attuned to them and thus immune.

Creature: In place of Etrusca, an efreeti named Xonxin now stands, invisibly, at the crossroads.

Efreeti: hp 65; see *Monster Manual*, page 115.

Tactics: Xonxin prefers to wait until the party has been affected by one or more of Etrusca's symbols (and preferably wasted some resources attacking the *permanent image*) before initiating combat. Once the fight begins, he tries to divide the party with a *wall of fire,*

then uses his *scorching ray* (+13 ranged touch) and melee attacks against foes within range. Xonxin also likes to use *pyrotechnics* on a fire source (such as a *wall of fire*) to create a smoke cloud.

Xonxin fights until reduced to 15 or fewer hp, then assumes gaseous form and blends with the smoke cloud created by his *pyrotechnics* (rendering him effectively invisible). He doesn't pursue the party; he simply reports back to Keraptis.

CONCLUDING THE ADVENTURE

If the PCs are defeated, or for some reason decide to comply with the request to go to the Indoctrination Center, Xonxin appears in his true form, ensures that they are unarmed, and leads them into a hidden section of the mountain to meet Keraptis. Play out the journey and the establishment of their servitude by ear, using your imagination and making it up as you go. Feel free to make the ramifications of this situation difficult on the party, but don't make it automatically fatal. Perhaps the brainwashing Keraptis performs doesn't quite take on one of the PCs, who can then find a way to free his comrades. Or maybe a new group of PCs must be dispatched to rescue White Plume Mountain's new inhabitants from their captivity. Whatever you decide, make sure the ensuing adventures are entertaining and interesting.

On the other hand, if the characters manage to escape White Plume Mountain with the legacy weapon they were hired to recover, their employer rewards them with a chest containing 10,000 gold pieces. Any additional treasures they recover—including the other two legacy weapons—are theirs to keep.

FURTHER ADVENTURES

Characters who steal from Keraptis draw the ire of this mighty and nigh-immortal wizard. Exactly what results derive from this antipathy are up to you as DM to decide. However, since Keraptis prizes the three legacy weapons (though for what purpose or reason is anyone's guess), he might well come looking for them again, either via minions or personally.

APPENDIX: THE LEGACY WEAPONS OF WHITE PLUME MOUNTAIN

Each of the special weapons found in White Plume Mountain was created using the rules presented in *Weapons of Legacy*. Though each begins play as a +1 weapon, characters can unlock its special abilities by researching its history (a process that requires successful Knowledge [history] checks of varying DCs) and completing certain rituals. The required checks and rituals are described in each weapon's entry. Consult *Weapons of Legacy* for details on how to use this information.

If you don't have *Weapons of Legacy*, you can simply treat each as a +1 weapon with a strange special characteristic (noted in the description as an omen) and use the weapons' histories to add flavor to your game.

BLACKRAZOR, SWORD OF SOULS

Blackrazor is a greatsword that appears to be forged from an unknown alloy of steel. It is sheathed in a black scabbard decorated with pieces of cut obsidian.

Nonlegacy Game Statistics: *+1 greatsword;* Cost 2,350 gp.

Omen: When held, *Blackrazor* shines like a piece of the night sky filled with stars. Its wielder hears faint whispers whenever it delivers the killing stroke to a living creature.

History

No living being can positively identify the material from which Blackrazor was crafted because the sword comes from another reality, now long dead, whose physical laws varied from those defining the multiverse known to today's sages and planewalkers. In the dying days of that reality, the wizard Keraptis brought the weapon out of its native multiverse into his own (**Knowledge [history] DC 15**).

In truth, *Blackrazor*'s current form is not its true shape. Originally, the greatsword was a living creature—a native of the strange multiverse Keraptis visited. Through a strange ritual practiced by the denizens of that dimension, Keraptis bent first the entity's will, and then its form, until he had the weapon he desired (**Knowledge [history] DC 20; Dominating the Blade ritual;** see below).

The rulers of *Blackrazor*'s home dimension were powerful beings who controlled all known planes of existence within their multiverse. Order was absolute—entropy and decay of all kinds had been virtually eliminated. But despite the power these rulers wielded, their control eventually faltered, allowing horrible creatures to pour forth from forbidden realms into their multiverse and poison all of reality (**Knowledge [history] DC 25; Opening the Soul ritual;** see below).

In its original state, *Blackrazor* was not a living being; it was a powerful undead creature similar to an atropal (see *Epic Level Handbook*). In fact, the entity known as *Blackrazor* should never have existed—either in our reality or its own. It was one of the first horrid creatures

to invade that long-lost multiverse, and the rulers of that dimension were all too eager to eliminate any evidence that their control was not as absolute as they would have wished. Thus, they granted Keraptis the knowledge to bend the entity into its current form as payment for taking it away from their realm forever (**Knowledge [history] DC 30; Exile of the Damned ritual;** see below).

Legacy Rituals

The following three rituals are required to unlock all the abilities of *Blackrazor*.

Dominating the Blade: You must anoint *Blackrazor* with special oils to stir its spirit to life temporarily, then defeat it in a contest of will. To do so, you must meditate uninterrupted for 1 minute while holding the blade, then make a successful DC 15 Concentration check. You can't take 10 on this check, nor can you benefit from any skill modifiers except those derived from your own ranks, ability scores, and feats. If you fail, you gain one negative level; if you fail by 5 or more (or the ritual is interrupted), you gain one negative level and must immediately repeat the contest. Any failure ruins the materials used to anoint the blade. Removing the negative levels 24 hours later requires a DC 15 Fortitude save. *Cost:* 1,500 gp. *Feat Granted:* Least Legacy (*Blackrazor*).

Opening the Soul: While wielding Blackrazor, you must gain at least two negative levels from a single undead foe whose CR equals or exceeds your level. You may not remove these negative levels through any means other than by succeeding on a Fortitude save as normal. *Cost:* 13,000 gp. *Feat Granted:* Lesser Legacy (*Blackrazor*).

Table A–1: Blackrazor

Wielder Level	Attack Penalty	Fort Save Penalty	Hit Point Loss	Ego	Abilities
5th	—	—	—	3	Sentience, least
6th	–1	—	—	3	Mental ward +1
7th	—	–1	2	4	*+2 greatsword*
8th	—	—	2	8	Sentience, minor
9th	—	–2	—	9	*Detect life*
10th	—	—	2	9	Souldrinking 1/day
11th	—	—	—	12	Sentience, major
12th	–2	—	—	13	*+3 greatsword*
13th	—	—	—	15	Souldrinking 3/day
14th	—	—	2	15	Mental ward +3
15th	—	–3	—	15	—
16th	—	—	2	15	*Haste* 10 rounds/day
17th	—	—	—	19	Souldrinking (automatic)
18th	–3	—	—	21	*+3 vicious greatsword*
19th	—	—	—	21	Mental ward +5
20th	—	–4	—	23	*+5 vicious greatsword*

Exile of the Damned: You must travel to the Negative Energy Plane and perform an 8-hour rite to attune *Blackrazor* to the life-numbing forces of that plane. *Cost:* 40,000 gp. *Feat Granted:* Greater Legacy (*Blackrazor*).

Wielder Requirements

Fighters and barbarians are the most likely characters to wield *Blackrazor*, though its siren song has tempted men and women of all professions, from back-alley rogue to noble paladin. Its wielder requirements are almost ridiculously simple to meet—a character need not even be proficient with the blade to unlock its powers.

Blackrazor Wielder Requirements

Base attack bonus +3

Legacy Item Abilities

All the following are legacy item abilities of *Blackrazor*.

Sentience (Ex): Blackrazor's malign spirit slowly awakens as its wielder grows in power.

Sentience, Least: When you attain 5th level, *Blackrazor*'s malign spirit begins to awaken, and the greatsword becomes an intelligent item (Intelligence 13, Wisdom 10, Charisma 13). Its Ego score begins at 3 and increases as noted on Table A–1: Blackrazor. A personality conflict occurs any time the wielder attempts to use a melee weapon other than *Blackrazor*—even against undead enemies. *Blackrazor*'s alignment is chaotic neutral, and it communicates via empathy. Its primary emotion is a hungry longing, typically directed at powerful living creatures. The greatsword can hear and see to a range of 60 feet.

Sentience, Minor: When you attain 8th level, *Blackrazor*'s Intelligence and Charisma scores each improve to 16. It can now communicate telepathically, and it speaks Abyssal, Common, Draconic, and Giant. It can hear to a range of 60 feet and see to the same range using darkvision.

Sentience, Major: When you attain 11th level, the weapon's sentience is fully awakened. Its Intelligence and Charisma scores each improve to 18, and it gains the ability to speak Infernal in addition to its other languages. It can hear to a range of 120 feet and see to the same range using darkvision, and it has blindsense with a range of 120 feet.

Mental Ward (Su): While wielding *Blackrazor*, you gain a bonus on saving throws against mind-affecting effects. When you attain 6th level, this bonus is +1, but it improves to +3 at 14th level and to +5 at 19th level.

Detect Life (Sp): While holding *Blackrazor*, you can detect the presence of living creatures three times per day by speaking the command word. This ability functions like the *detect undead* spell (caster level 5th), except that it reveals only the presence or absence of living creatures (along with their number and strength of their auras, in later rounds). Lingering auras of living creatures are not detected.

Souldrinking (Su): When a hit from *Blackrazor* reduces a living opponent to 0 or fewer hit points (even –10 or below), you may activate a *death knell* effect targeted on that creature as a swift action. The Will save DC is 12 + either *Blackrazor*'s Charisma modifier or yours, whichever is higher. If the creature fails its save and dies from this effect, its sucked into *Blackrazor*. Any creature slain in this manner can't be raised from the dead by any magic less powerful than *miracle, true resurrection,* or *wish*.

If you mistakenly use this ability on an undead creature, it counts as one daily use of the ability, but instead of the normal effects, you gain a negative level (the Fortitude save to remove this negative level 24 hours later is 12 + *Blackrazor*'s Charisma modifier) and the undead creature gains 5 temporary hit points. If a negative level bestowed by *Blackrazor* would cause your total negative levels to equal or exceed your Hit Dice, you die and your soul is sucked into the blade as if you had been slain by its *death knell* effect.

You may use this ability once per day at 10th level, or three times per day at 13th level. When you attain 17th level, this effect automatically occurs whenever an opponent is reduced to 0 or fewer hit points by the weapon. It requires no activation, and you can't prevent it from occurring, even when using the weapon against undead creatures. The benefits gained from multiple uses of this ability don't stack—each later use simply replaces any previous effect.

Haste (Sp): Beginning at 16th level, you may function as though affected by a *haste* spell (caster level 10th) for up to 10 rounds each day. Activating or ending this effect is a free action, and the duration of the *haste* effect need not be consecutive rounds.

WAVE

Wave is a trident whose head is forged of steel with a distinctive blue-green sheen. The wooden haft is intricately carved with fish, twining seaweed, and similar aquatic motifs.

Nonlegacy Game Statistics: *+1 trident;* Cost 2,315 gp.

Omen: Anyone who clutches *Wave* constantly hears a sound like that of distant waves washing against some unseen shore. With a round of concentration, the wielder can sense the distance and direction to the nearest body of water of at least pond size.

History

According to legend, the trident *Wave* was forged by giants who were imprisoned on the desolate island called Thunderforge by agents of an ocean deity commonly called the Sea Queen. The first hero to wield

it was the half-giant Dravenda, said to be the daughter of the Sea Queen herself, who used it in rebellion against her mother's servants and paid for her insolence with her life (**Knowledge [history] DC 15**).

Dravenda used *Wave* in her epic battle with an enormous crab that was supposedly another of the Sea Queen's offspring (and thus Dravenda's own half-brother). Dravenda fought bravely, but she grew weaker and weaker as the battle raged on. Finally, while held in the crab's huge claw, she managed to hurl her trident into a gap in the creature's adamantine plating, killing it instantly. Dravenda died in battle the next day, and her kin buried *Wave* with her (**Knowledge [history] DC 20; Mastery over the Sea ritual;** see below).

Shortly after Dravenda's death, the notorious wizard Keraptis encountered the imprisoned giants of Thunderforge Island and agreed to help them win their freedom. In return for the magical aid he provided, the giants exhumed *Wave* from Dravenda's tomb and gave it to him. Keraptis carried the weapon with him in his travels before he eventually settled in the mysterious volcano known as White Plume Mountain and disappeared from history.

Some one hundred years ago, a group of powerful heroes calling themselves the Brotherhood of the Tome entered the dungeons of White Plume Mountain, fought the monsters still living there, and returned in triumph with *Wave* and assorted other treasures. A ranger named Elthan claimed *Wave* as his own and carried it during his later adventures, long after the Brotherhood of the Tome had been disbanded. Eventually, Elthan retired from the adventuring life and married, but tragedy struck on his wedding day. Shortly after Elthan and his bride boarded the *Asterian* for their honeymoon journey, a sudden storm struck and the ship foundered. Elthan survived thanks to *Wave*'s magic, but his new bride drowned—although legend says that her spirit somehow joined with the figurehead of the ship (**Knowledge [history] DC 25; Raise the Asterian ritual;** see below).

Elthan blamed the Sea Queen for his wife's death and swore an oath of vengeance on the deity. His quest for revenge brought him at last to Thunderforge Island, the birthplace of *Wave*, where he confronted an avatar of the Sea Queen herself. The results of that confrontation are unknown, but Elthan and *Wave* both disappeared. Decades later, the trident reappeared in the possession of a wealthy collector (**Knowledge [history] DC 30; Reverence to the Sea Queen ritual;** see below).

Table A–2: Wave

Wielder Level	Attack Penalty	Will Save Penalty	Hit Point Loss	Abilities
5th	—	—	—	Warning
6th	–1	—	—	—
7th	—	–1	2	—
8th	—	—	2	Water breathing
9th	—	–2	—	—
10th	—	—	2	Awakened intelligence
11th	—	—	—	*+2 trident*
12th	–2	—	—	—
13th	—	—	—	Underwater vision
14th	—	—	2	—
15th	—	–3	—	*Aquatic allies*
16th	—	—	2	*+3 trident*
17th	—	—	—	*Fish command*
18th	–3	—	—	*+4 trident*
19th	—	—	—	*Dehydrate*
20th	—	–4	—	*+5 trident*

Legacy Rituals

Three rituals are required to unlock all the abilities of *Wave*.

Masteryover the Sea: You must defeat a creature with the aquatic subtype whose Challenge Rating equals or exceeds your character level. (The crab in area 17 could qualify. If the characters defeat it and retrieve *Wave* from the chest in that room, one of them must pay the cost within one day of the crab's death to gain the bonus feat.) *Cost:* 1,500 gp. *Feat Granted:* Least Legacy (*Wave*).

Raise the *Asterian*: You must find the wreck of the sailing ship *Asterian* and bring its figurehead above the surface of the water. *Cost:* 13,000 gp. *Feat Granted:* Lesser Legacy (*Wave*).

Reverence to the Sea Queen: You must travel to the temple of the Sea Queen on Thunderforge Island and perform an 8-hour rite in reverence to the deity and the host of sea spirits who serve her. *Cost:* 40,000 gp. *Feat Granted:* Greater Legacy (*Wave*).

WHO IS THIS SEA QUEEN?

The Sea Queen described here is a generic sea deity who is important in *Wave*'s history. You can easily replace her with another ocean deity, such as one of those presented on page 49 of *Stormwrack*, if desired. In a Greyhawk campaign, you might use Procan; in the *Forgotten Realms Campaign Setting*, Umberlee is an obvious choice. In the *Eberron Campaign Setting*, use the Devourer. In any campaign, Eadro, Blibdoolpoolp, and Sekolah are also good choices, though you might wish to tweak *Wave*'s abilities to reflect a racial flavor if it is connected with any of those deities.

Table A–3: Whelm

Wielder Level	Attack Penalty	Reflex Save Penalty	Hit Point Loss	Ego	Abilities
5th	—	—	—		*Sense giants*
6th	–1	—	—		*+1 giant bane warhammer*
7th	—	–1	2		—
8th	—	—	2		*Locate object*
9th	—	–2	—		*Sense goblinoids*
10th	—	—	2		Intelligent legacy
11th	—	—	—	14	*+1 giant and goblinoid bane warhammer*
12th	–2	—	—	14	—
13th	—	—	—	15	*+2 giant and goblinoid bane warhammer*
14th	—	—	2	15	—
15th	—	–3	—	15	—
16th	—	—	2	16	*+3 giant and goblinoid bane warhammer*

Wielder Requirements

Most wielders of *Wave* are clerics or druids devoted to deities of the sea. Rangers and fighters who follow such a deity may also find *Wave* an attractive weapon.

Wave Wielder Requirements

Base attack bonus +2

Any neutral alignment (NG, LN, N, CN, or NE)

Legacy Item Abilities

All the following are legacy item abilities of *Wave*.

Warning (Su): While wielding *Wave*, you can detect creatures with the aquatic subtype within 60 feet. Activating this ability requires you to concentrate as a standard action. When you use *Wave* to attack aquatic creatures, you ignore any damage reduction they possesses.

Water Breathing (Su): Beginning at 8th level, you can breathe water freely while holding *Wave*, as if you were continually affected by the *water breathing* spell (caster level 10th).

Awakened Intelligence (Su): At 10th level, you stir *Wave*'s dormant intellect to wakefulness, and it gains the ability to communicate with you telepathically. *Wave* speaks Aquan, Common, Draconic, and Kuo-Toan, and it can see to a range of 60 feet using darkvision and hear to the same range. It has Int 16, Wis 10, Cha 16, and an Ego score of 10.

When you attain 11th level and unlock *Wave*'s first lesser ability, its Ego score increases to 12. When you attain 17th level and unlock its greater abilities, its Ego increases to 14.

Underwater Vision (Su): When you attain 13th level, you can see underwater five times farther than the prevailing water and light conditions would normally allow, as if you were wearing a *helm of underwater action*. You can also ignore the miss chance when attacking an invisible creature that is in water.

Aquatic Allies (Sp): At 15th level, you gain the ability to call aquatic creatures to your aid as if you had cast a *summon nature's ally* spell (caster level 11th). Once per day, when you hold *Wave* above your head and call out for aid, you can summon an elasmosaurus (dinosaur), a Large water elemental, an adult tojanida, or an orca whale.

If you are using *Stormwrack*, you can also use this ability to summon a single ichthyosaur (dinosaur) or Large monstrous crab.

Fish Command (Sp): At 17th level, you can charm monsters with the aquatic subtype as if using the *charm monster* spell (caster level 15th). This ability lets you communicate with any charmed creature telepathically. Any creature that makes its saving throw is free of your control, but it does not approach within 10 feet of the trident. This ability is usable three times per day. The saving throw DC is 16, or 14 + your Charisma modifier, whichever is higher.

Dehydrate (Sp): At 19th level, you can use *horrid wilting* as the spell (caster level 15th) once per day by pointing *Wave* in the direction of the targets. The save DC is 22, or 18 + your Charisma modifier, whichever is higher.

WHELM

Whelm is a plain, unadorned warhammer with a haft made from the golden wood of the gingko tree. When the weapon is wielded, its steel head glows with a soft, silver-black light.

Nonlegacy Game Statistics: *+1 warhammer*; Cost 2,312 gp.

Omen: Whelm glows more brightly when you endeavor to assess items of value—the more valuable the item, the brighter the glow. This effect grants you a +2 bonus on Appraise checks.

History

The hammer known as *Whelm* appeared most recently about twenty years ago in a dwarven community beset by ogres, though no report of its creation by those dwarves exists. Wielded by a dedicated dwarf soldier named Ctenmiir, the weapon proved quite powerful against the clan's enemies. Ctenmiir later left his ancestral home to become an adventurer, and he and the weapon promptly disappeared from sight (**Knowledge [history] DC 15**).

Long ago, Dagnal Mightyhammer was a skilled weaponsmith of the Dankil clan. She labored at a time when her clan had suffered grievous losses from a large band of vicious trolls. When her husband and shieldmate, Traubon, decided to lead a counterattack against the trolls, Dagnal created a mighty warhammer (which had no name at the time), putting all her love for her husband, her commitment to her clan, and her devotion to Moradin into it. Traubon and his warriors proved victorious, and Dagnal's weapon was much praised. (**Knowledge [history] DC 20; Against the Giants ritual;** see below).

In the years of prosperity that followed, Dagnal imbued the warhammer with the ability to sense gems, gold, and other riches, so that it might become a valuable tool in both wartime and peacetime. Many years later, the dwarves were threatened by hordes of goblins led by bugbears. Dagnal, now an old woman, again sought to improve her masterpiece so that it might help vanquish the current threat. Traubon, though he was old and in less-than-perfect health, insisted on going out with the vanguard of the counterattack. The dwarves were again victorious, but Traubon was mortally wounded in the fight. The weapon was returned to the clan with its owner for burial. Overcome by grief, Dagnal threw herself on her husband's corpse and promptly died. The two dwarves and the weapon were interred together in a single grave. At the time, many said that the three had shared one spirit, and that Dagnal and Traubon had put so much of themselves into the weapon that it had become much more than just steel and wood (**Knowledge [history] DC 25; Against the Goblins ritual;** see below).

Legacy Rituals

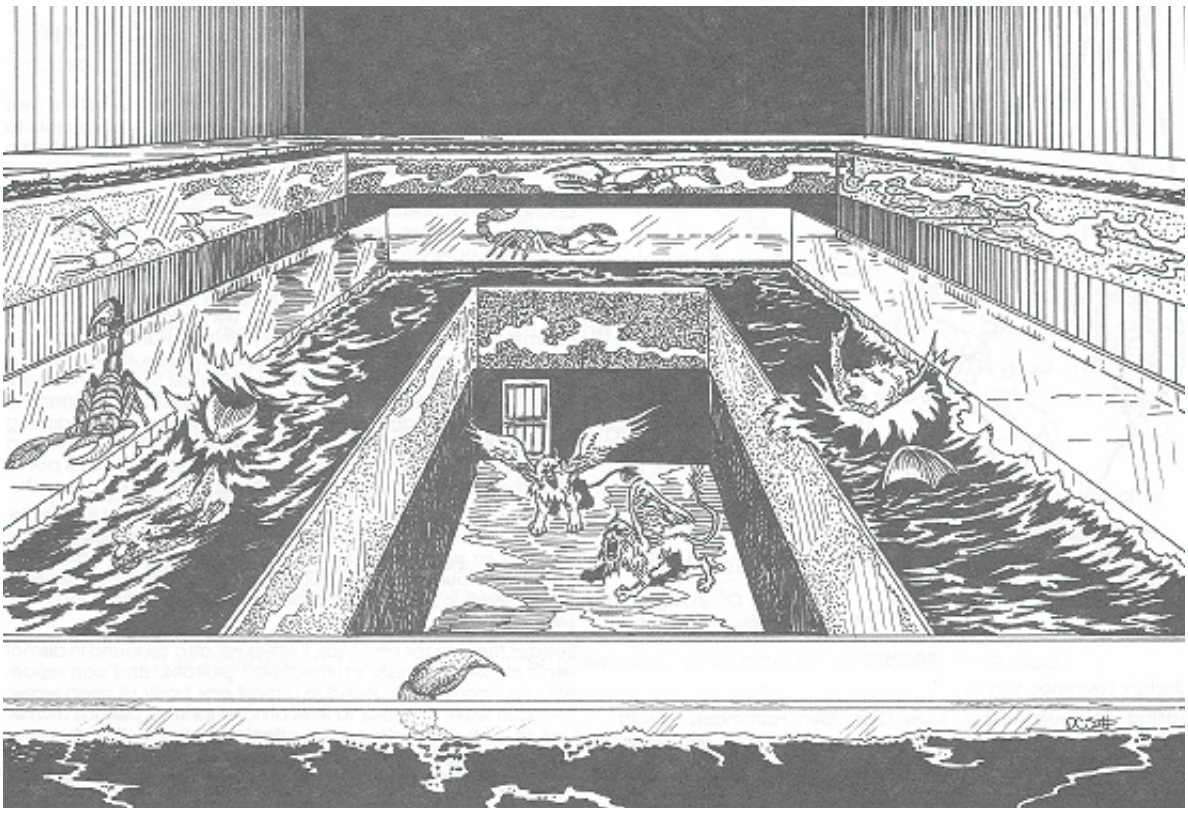
Two rituals are required to unlock all the abilities of *Whelm*.

Against the Giants: You must knowingly and willingly enter an encounter with a creature of the giant type in which the EL exceeds your party level by 1–4 points. The ogre mage encounter (area 27) in *White Plume Mountain* fulfills this qualification. *Cost:* 1,500 gp; *Feat Granted:* Least Legacy (*Whelm*).

Against the Goblins: You must seek out a group of goblinoid marauders with 30 or more Hit Dice collectively and permanently end their foul existence. As part of this act, you must defeat in personal combat a hostile creature with the goblinoid subtype and a CR that equals or exceeds your character level. *Cost:* 13,000 gp; *Feat Granted:* Lesser Legacy (*Whelm*).

Wielder Requirements

Whelm is a quintessentially dwarven weapon. Barbarians, fighters, and rangers are the most likely to benefit



from its abilities, though militant clerics, especially of Moradin, can also be effective wielders.

Whelm Wielder Requirements

Dwarf
Base attack bonus +3
Weapon proficiency (warhammer)

Legacy Item Abilities

All the following are legacy item abilities of Whelm.

Sense Giants (Sp): Beginning at 6th level, you can detect any creature with the giant type within 60 feet, as if using the *detect evil* spell (caster level 5th).

Locate Object (Sp): Three times per day on command, you can use *locate object* as the spell.

Sense Goblinoids (Sp): At 8th level, you gain the ability to detect any creature with the goblinoid subtype within 60 feet, as if using the *detect evil* spell (caster level 5th).

Intelligent Legacy (Su): When you attain 10th level, *Whelm*'s sentience awakens (see Intelligent Items, *Dungeon Master's Guide*, page 268), and it gains the ability to communicate with you telepathically. *Whelm* speaks Common, plus Dwarven, Giant, and Goblin, and it can see to a range of 60 feet using darkvision and hear to the same range. It has Intelligence 16, Wisdom 16, and Charisma 10, and its Ego score is as given on Table A–3: Whelm.

ABOUT THE AUTHORS

The following three designers Developed Lawrence Schick's classic *White Plume Mountain* adventure for D&D v.3.5.

Andy Collins

Andy worked on Part 3, the section containing every nostalgic D&D fan's favorite weapon: *Blackrazor*. Andy remembers a fateful moment while playing *White Plume Mountain* at the age of 12—his party drowned the various air-breathing critters in the inverted ziggurat room (area 26), and he has wondered ever since if anyone ever actually fought them. (Now your players will!) He also enjoyed allowing the gynosphinx (area 2) to make full use of her symbol spell-like abilities to ensure that PCs who refuse to play along with the riddle game will regret that choice.

Gwendolyn Kestrel

Gwendolyn handled Part 1, the section containing *Whelm*, the *giant and goblinoid bane warhammer*. When

revising *White Plume Mountain*, she decided to strive for better balance in area 5, which had at first offered an inappropriately high Challenge Rating (because all five flesh golems would attack players who chose incorrectly) and reward (because the correct golem didn't just open the door for PCs; it also became their servant). She then added some staircases to raise areas 5 and 4 above the hallway's level of standing water. In addition, Gwendolyn transformed the anachronistic turnstile (area 6), which had been universally despised for its arbitrariness, into the far more dungeon-appropriate mimic portcullis.

James Wyatt

James worked on Part 2, home of the crab and fishy trident called *Wave*. Figuring that no one would fall for the sexy kelpies that had originally inhabited area 10, he chose to recast that encounter as a more straight-up fight with some nasty surprises. (Besides, the kelpies in *Fiend Folio* are CR 10.) He found it particularly interesting that in D&D v.3.5, it's no longer necessary to create such arbitrary rules as, "No one could walk through" the spinning cylinder in area 11, or to give a monstrous vermin a magic ring to make it immune to mind-affecting effects. At the same time, James admits to a tiny pang of nostalgia for the days when Burket's statistics (area 12) could be summarized as, "AC: 4; 4th-level fighter; HP: 18; +1 to hit, +3 damage." He adds, "I know I played the original, because my copy of it has a secret door marked between areas 5 and 12. But I have virtually no memory of it—I couldn't even say for sure whether I played it or ran it. I would have been 11 years old at the time!"